Manual Game Testing Report: Cry of Fear - Technical and UX Findings

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Test Date: [2025-07-12]
Platform: Steam
Game URL:https://store.steampowered.com/app/223710/Cry_of_Fear/

1. Overview

Cry of Fear is a free psychological horror game developed using the legacy GoldSrc (Half-Life) engine. This QA session was aimed at identifying technical and gameplay-related issues, with a focus on collision detection, visual inconsistencies, and interaction bugs encountered during normal progression. Due to the game's age and engine limitations, certain glitches were anticipated and carefully documented to reflect real-world QA practices.

2. Environment

- **Browser:** Google Chrome (v123.0.x)
- **OS:** Windows 10
- **Resolution:** 1920x1080
- **Test Duration:** ~2 hour

3. Bugs & Technical Issues

#	Description	Steps to Reproduce	Reproducible?
1	Passing Through Doors	When we open the doors at the beginning of the game and approach the doors, we can pass through the door.	No
2	Teleporting from Another Room to the Door	While examining other rooms in the game or searching for materials, if you press the "E" key, you will be teleported to the door you entered.	Occasionally
3	Spamming Monsters at a Time	When you arrive at a building in the game and the floor is changed, the enemy	Occasionally

		suddenly appears in front of you.	
4	Enemies can't hit near walls	When we pull the enemy towards the wall, we can take them down more easily while the enemy cannot damage us.	Yes

4. UX Feedback

- The game itself gives a very good sense of fear, if the bugs are fixed, a better flow can be achieved..
- More healing support could be provided in the game. There are very few syringes, and this discourages players after a while.

5. Additional Technical Insight

- More languages could be added for Cry of Fear
- Perhaps the in-game tasks could be more clearly defined. For example, things like what's to be found on the second floor could save the player time and allow the game to be delivered more quickly.

6. Conclusion

Horror games keep players on their toes, and Cry of Fear is a very good game, both in terms of action and gameplay. I've discovered some bugs that others may not have discovered yet. My goal is to both improve myself in this area and share my observations, however subtle, with game developers.
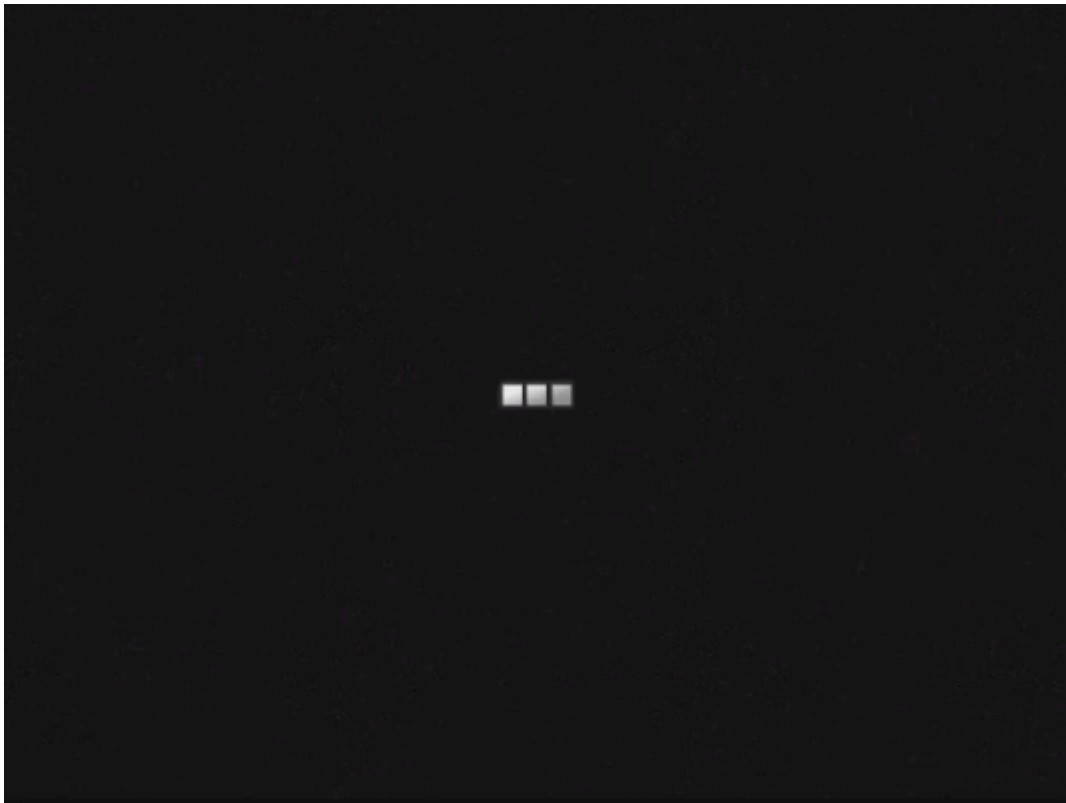
Appendix

1. Passing Through Doors

2. Teleporting from Another Room to the Door
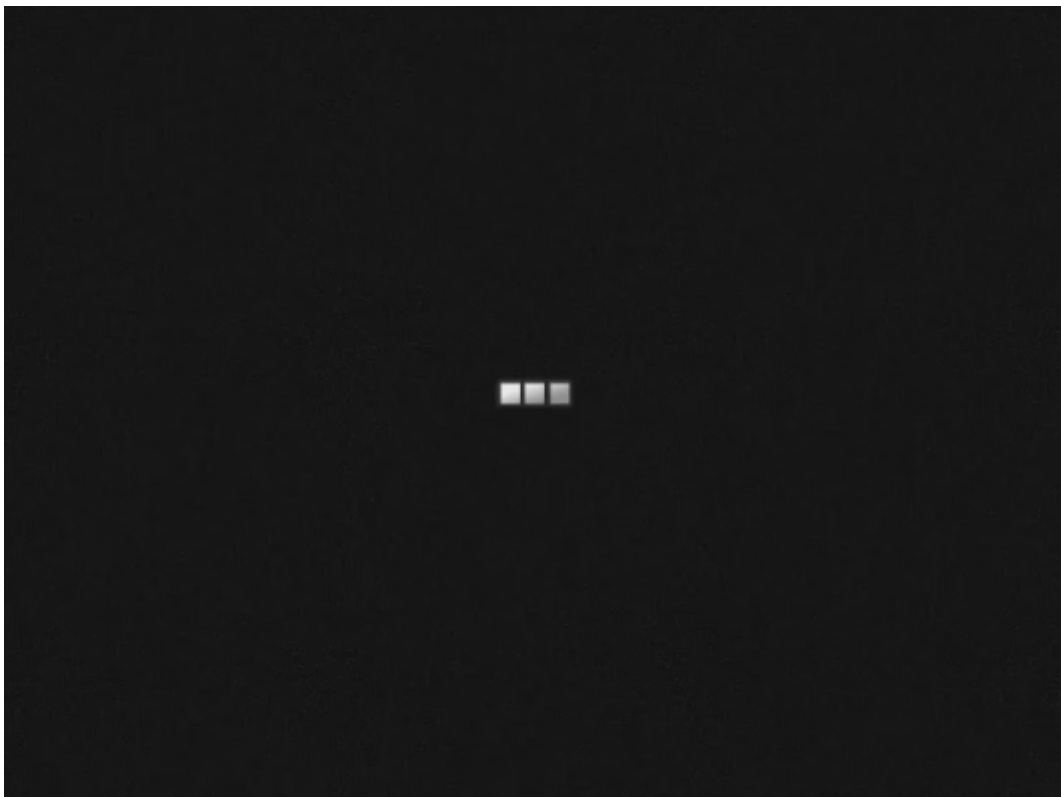
3. Spamming Monsters at a Time

4.Enemies can't hit near walls