

Manual Game Testing Report: Poppy Playtime Chapter-1 - Technical and UX Findings

Tester: Süleyman Yılmaz

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Platform: Steam

Game URL:https://store.steampowered.com/app/1721470/Poppy_Playtime/

1. Overview

This report summarizes manual QA testing performed on *Poppy Playtime: Chapter 1*, a first-person horror puzzle game developed by Mob Entertainment. The analysis focuses on both technical bugs and user experience (UX) issues identified during gameplay, with additional insights derived from personal exploration and user behavior.

2. Environment

- **Browser:** Google Chrome (v123.0.x)
- **OS:** Windows 10
- **Resolution:** 1920x1080
- **Test Duration:** ~1 hour

3. Bugs & Technical Issues

#	Description	Steps to Reproduce	Reproducible?
1	Hand hanging in the air	Before we encounter the big enemy, we need to conduct electricity and produce the toy. When you try to try it on a long road, if you touch the left mouse button for a while and then step aside. The hand stays in the air and when you pull the right hand back, that is, when you should move completely freely, your left hand is stuck there, so you have to start	Yes

		the game again from where you last left off.	
2	Passing the extension of the hand through the door	While moving towards the next section towards the middle of the game, if you click on an object with the left mouse button before passing through the door and close the door, the extension of the hand passes through the door.	No
3	Inability to jump from some places	Before you get the second hand in the game, you need to collect some things and place them somewhere. When you come to this area, you can jump down, but when it comes to the right side, you cannot jump even though you are on the iron. On the other hand, when you come to the same level, you can jump down.	No
4	Sudden disappearance of purchased items	While we can pull normal objects towards us, they do not disappear because they are of no use to us for later levels, but when we pull useful objects towards us, they instantly move to where our items are.	Yes
5	Objects do not come up from the bottom	When we pull things up the stairs from the bottom, the objects get stuck in a place that is not on the stairs.	Occasionally

4. UX Feedback

- The game is really fun, if these bugs are removed, the player can test different things.
- After watching the tapes, it might be a good idea to click on the tape and watch it again, because there was a video loop mentioned in the introduction of the game.

- I don't understand whether the player jumping from a very high height is a problem for the in-game character or not, but it helps to pass the level quickly.

5. Additional Technical Insight

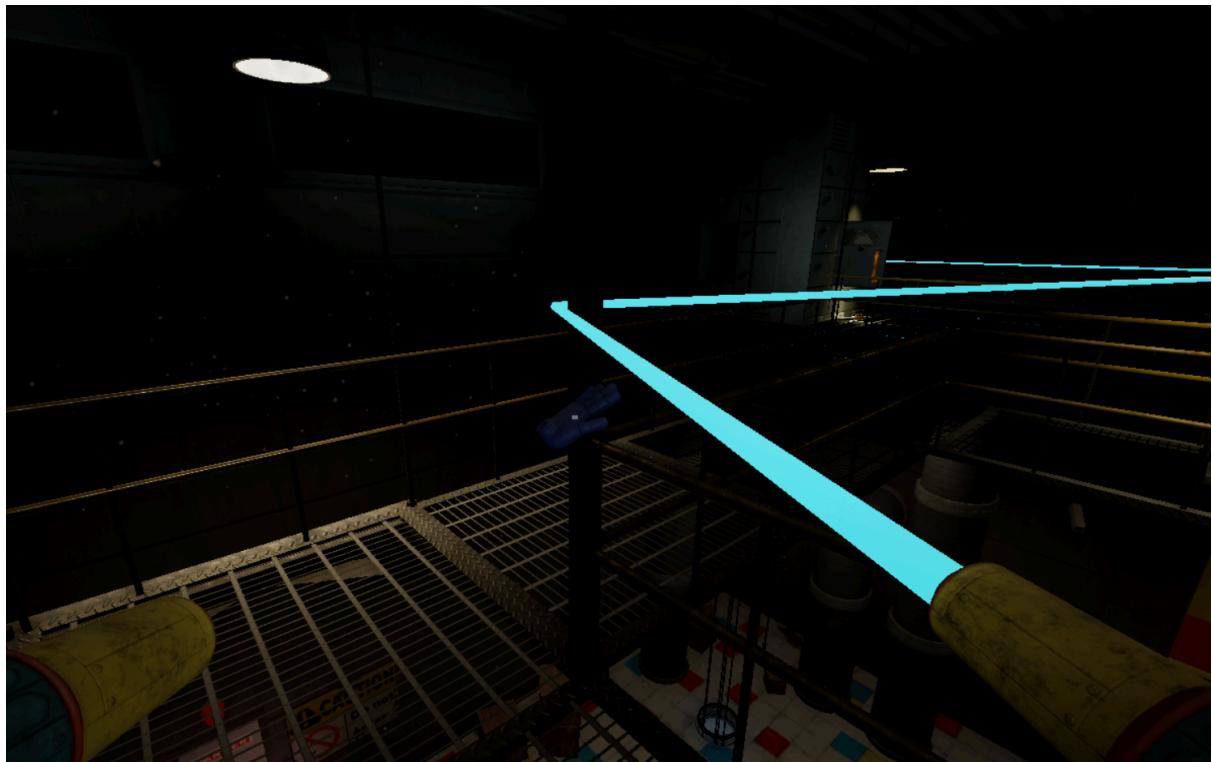
- More languages could be added for Chapter-1.
- Some parts of the game were very difficult, maybe some light hints could have been given.

6. Conclusion

I don't usually test horror games because they don't really interest me, but Poppy Playtime Chapter-1 caught my attention, there was a proper fear and excitement. The in-game animations and visuals made you feel very much. The bugs in the game may be something I have, but even with these bugs, the game is a masterpiece. I definitely recommend playing it. My goal is to help your game, even if just a little.

Appendix

1. Hand hanging in the air



2. Passing the extension of the hand through the door



3. Inability to jump from some places





4. Sudden disappearance of purchased items



5. Objects do not come up from the bottom



