**Multiplatform Testing Process Report**

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**Testing Plan and Setup**

*Instructions – please delete before submission: Please explain how you plan to test the multiplatform deployment of your game. Explain what platforms you will be deploying to and how you will conduct the test for each platform to ensure that each build is working as intended on each of the chosen platforms.*

In order to test that the game runs well on all targeted platforms, I will create a test build of the game for each of the target platforms, play until I score 100 points or lose the game, then analyse and report the results.

The platforms my game is targeting are:

1. HP Reverb G2
2. Oculus Quest 2
3. Oculus Rift S

**Post Testing and Results Summary**

*Instructions – please delete before submission: Summarise how the testing process went and if there was anything consistent in the feedback you received. Please outline if there were any issues that arose due to the specifics of the individual release platforms.*

Testing on both Oculus platforms, I noticed the graphical fidelity of the game was automatically adjusted when building to reduce texture detail and generally improve performance, compared to building for the Reverb. The Rift S platform in particular seemed to run into issues with spawning multiple objects, much faster than the other platforms.

**Rectification Summary**

*Instructions – please delete before submission: Having tested the game on multiple platforms and documented the results and issues, explain how you went about fixing these issues (if there were any) and give your overall summary of how the process went and what could be learned from it for next time.*

In solving the issues, I made optimizations to the code to make it perform better on the weaker hardware. While these optimizations increased the playability for more types of systems, it was a lot of extra effort to accomplish and that effort provide little benefit for the other targeted platforms. In future, it would be best to either make these considerations at the outset and include optimizations for weaker hardware while systems are still being developed, or to target higher-end hardware and simply limit the accessibility of the game to save on development time. This would need to be a decision made early on, depending on the time allotted and the benefits of opening the game up to more potential players.