**RUCKUS TQA**

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**Version History**

| Date | Version | Notes | Member |
| --- | --- | --- | --- |
| 9/9/23 | V.1 | * Basic layout | Blake |
| 13/9/23 | V.1.2 | * Formatting solidified. * Version history added. * Table of contents added * Milestones added * (add more here) | Stan/Blake/Brian |

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**Introduction & Overview**

**RUCKUS** has just entered beta! The current plan for the project is to **beta test**! We are developing a test plan to essentially go over the bugs in the game and make it the smoothest possible experience for our players – so there is no disparity in the gameplay and mechanics.

**Dev Goals**

* Identified developer/client goals and requirements

**Milestones**

**Pre alpha:** concept and art style solidified. Suggestive feedback on how to improve gameplay.

**Alpha:** Core loops and mechanics of the gameplay. Suggestive feedback on the art style and augments.

**Beta:** Operational gameplay loops with art added. Bugs and glitch defects reported via TQA forms. Systematic feedback on how systems run.

**Gold:** Final product of the game to be released commercially. Impression feedback on how the game feels and runs. The enjoyment of the game and how to adjust post release.

**Post release:** Adjust game based on player feedback. Fix bugs and glitches discovered after commercial release.

**Testing Overview**

| **Time** | **Place** | **Duration** |
| --- | --- | --- |
| **12pm** | **In studio** | **2 weeks** |

The testing will be conducted over 2 weeks however there will be multiple testing sessions done giving the team time to alter the game based on feedback where possible.

Since the testing will be conducted in our office environment we will have more control over each session and allow a more personalised approach to each play tester.The testers will focus on the player and how he is controlled, and how he interacts within the gameplay environment. Key focus points for the player are:

* Movement
* Attack
* Camera
* Player fluidity

We will be performing these tests within the first 2 areas/levels of the game.

**Testing Techniques**

Functionality testing.

Gameplay testing.

**Phases**

**Phase 1:** Level 1 playthrough to identify bugs of mechanics,Ai pathings and camera controls.

**Phase 1.1:** Report bugs discovered via TQA forms.

**Phase 2:** Level 2 playthrough to identify bugs of mechanics,Ai pathings and camera controls.

**Phase 2.1:** Report bugs discovered via TQA forms.

**Phase 3:** Level 3 playthrough to identify bugs of mechanics,Ai pathings and camera controls.

**Phase 3.1:** Report bugs discovered via TQA forms.

**Phase 4:** Level 4 playthrough to identify bugs of mechanics,Ai pathings and camera controls.

**Phase 4.1:** Report bugs discovered via TQA forms.

**Final phase:** Finalise TQA forms and submit to the team for an update to the game.

**TQA Form**

The TQA forms for bug tracking will be documented in the following format:

**Signature: Date: Time: Duration:**

| **Bug Priority (urgency):** | Low □ Medium □ High □ Critical □ |
| --- | --- |
| **Frequency of Occurrence:** | Reliable □ Random □ Undetermined □ |
| **Bug Status:** | New □ Assigned □ Closed □  InProgress □ Resolved □ Reopened □ |
| **Goals & Outcomes:** |  |
| **Build/Environment:** |  |
| **Actual behaviour:** |  |
| **Expected behaviour:** |  |
| **Actual behaviour:** |  |
| **Steps to reproduce:** | *How did you get the bug to happen? Replicate the steps.*  Step 1:  Step 2:  Step 3:  Step 4:  Step 5:  Step 6:  Step 7:  Step 8:  Step 9:  Step 10: |
| **Department/Recipient:** |  |
| **Screenshots/Video:** |  |
| **Additional Notes:** |  |

**Identification of Testing Methods**

Players will be asked a series of questions about the gameplay and their experience with it; asking questions that aren’t biassed that allow us to document feedback as presented and formatted to clearly reflect what the tester says/or trying to say.

**Survey questions:**

* How is the movement of the player?
* How did the camera feel?
* How did the level transitions feel?
* How did the enemy combat feel?
* Did the combat feel clunky?
* How did the augments feel?
* How does the rage mechanic feel?

**Identification of Data Collected**