Testing

The testing effort for an application as large as an MMO is quite substantial. As such testing will be split over 3 main series:

* Unit Testing (Dev Testing)
  + Aim to achieve a functional, non-bugged code base
* System Testing
  + Aim to achieve an in-house pass of all non-technical aspects of the game, including:
    - Event triggers (World events, individual quest lines, NPC interactions)
    - Device compatibility
    - Graphics rendering
    - Gameplay mechanics
* Acceptance Testing (User Testing)
  + Covered as above by System Testing, but fulfilled from an end-user perspective

Unit testing and system testing will be conducted in-house by the devs themselves (On their own codebase), in the case of Unit Testing and by a dedicated testing team in the case of System Testing.

Acceptance testing will be handled via 2 main groups of paid end-users. One group focusing on the social aspects of the game and its functionality. The other focusing on the more classic MMO gameplay functions (Raids, dungeons, quest lines, etc.)