**Project Name:** Marawi Siege 2017: Reclaimed Valor (A Virtual Reality Experience of the Marawi Siege)

1. **PROJECT OVERVIEW DOCUMENT:**

Objective: Define the purpose, scope, and objectives of the software testing project.

**Project Goals and Objectives**

Our software testing effort aims to verify the superior functionality, dependability, and historical authenticity of our Marawi Siege-themed 3D virtual reality game. We will test usability, performance, security, compatibility, and functionality to provide a smooth and enjoyable user experience. The scope comprises checking that all features function as intended, gauging compatibility with different VR devices and platforms, analyzing performance data, making sure security precautions are taken, and validating the user interface and overall experience. The main goals are to release the game without any bugs, keep historical correctness, improve user satisfaction, meet project deadlines, and assist the development process with thorough documentation that includes test plans and defect reports.

**Stakeholders Roles and Responsibilities**

Game Writer/Community Manager: Jan Lorenz Buhain

Game Developer/Project Manager: Justine Chio

Level Designer/UI Designer: John Maverick Crespo

Game Artist/Visual Designer: John Emmard Nava

Game Animator/Cinematics Director: Jan Marco Nicolas

Audio Engineer/Sound Design: Ryan Yosef Pumares

**Scope and Limitations**

Our software testing project's scope includes a comprehensive assessment and validation of the Marawi Siege 3D virtual reality game. Functional testing verifies that every feature works as it should. Compatibility testing ensures that VR devices can be used with the product. Performance testing allows for the best possible gameplay. Security testing addresses potential vulnerabilities. Usability testing improves the overall user experience. Regression testing prevents unintended side effects. Bugs are found and reported. Validation of historical accuracy in the Marawi Siege representation is conducted. The project scope also includes thorough documentation, such as test cases, test plans, and defect reports. Nevertheless, there are a number of restrictions. These include the practical restriction of small physical testing environments, possible external factors impacting testing comprehensiveness, subjectivity in usability testing, resource constraints affecting testing depth, external dependencies introducing uncertainties, restrictions in historical data affecting completeness, and the possible impact of scope changes on testing. It is easier to control expectations and direct the efficient conduct of the testing activities when this scope and constraints are acknowledged.

**Timeline and Milestones**

1. **REQUIREMENTS SPECIFICATION:**

**Functional Requirements:**

1. **Physics:** Implement realistic physics for player movements and interactions within the game environment.

* **Player Movement:** Enable player to move forward, backward, left and right.
* **Player Rotation:** Enable player to look up, down, and turn 360 degrees.
* **Object Collision and detection:** Enable player to detect interactable objects.
* **Object Stacking:** Enable player to stack objects.
* **Weight and Gravity:** Implement realistic objects weight and gravity.
* **Objects Destruction:** Specific objects can be damaged or destroyed.

1. **Weapons and Mechanics:**

* **Weapon Arsenal:** Realistic weapon sets used in Marawi Siege.
* **Weapon Visual:** Accurate weapon visuals.
* **Weapon Aiming:** Aiming feels intuitive and responsive, allowing for accurate target engagement.
* **Weapon Recoil:** Weapons demonstrate realistic recoil forces that impact accuracy and require player skill to manage.
* **Firing:** Enable realistic firing mechanics for virtual weapons.
* **Reloading:** Implement a reloading mechanism with accurate animations.
* **Bullet Capacity:** Represent and manage the ammunition capacity of firearms.
* **Magazine:** Model and handle the concept of magazines for reloading.
* **Melee Combat:** Melee combat is engaging and rewarding, with intuitive controls and satisfying feedback.
* **Weapon Switch:** Enable player to switch weapons.

1. **Navigation:**

* **Voice:** Allow players to navigate using voice commands.
* **Visual:** Implement visual navigation cues for player guidance.

1. **Player Hand Physics:** Simulate realistic hand movements and interactions with the virtual environment.
2. **Storage:**

* **Primary (Bag):** Integrate a primary storage system such as a virtual bag.
* **Holster:** Allow players to holster weapons for quick access.
* **Rifle Storage:** Provide a designated storage space for rifles.
* **Vest Magazine Storage:** Model storage for spare magazines on the player's vest.

1. **Mission Clipboard:** Include a mission clipboard as a tool for tracking mission objectives.
2. **Mission Triggers:** Implement triggers that initiate specific events or objectives within missions.
3. **Television:** Include virtual televisions for in-game information or storytelling elements.
4. **Skip Button:** Allow players to skip non-essential content.
5. **Interactable:**

* **Objects:** Enable interaction with various in-game objects.
* **Doors:** Implement doors that can be opened, closed, and interacted with.
* **Ladder:** Allow players to climb ladders within the game.
* **Cabinet:** Enable interaction with virtual cabinets.
* **Objects use for unlocking:** Enable to unlock doors using special objects.
* **Easter Eggs:** Player explores the game world thoroughly and interacts with various objects and environments.

1. **AI:**

* **Enemy:** Implement artificial intelligence for enemy characters with realistic behaviors.
* **Companion:** Design AI companions with responsive and helpful behaviors.

1. **Damage and Health:** Implement a system to track player health and damage from various sources.
2. **NPC Interaction:** Allow interactions with non-player characters (NPCs) within the game.
3. **NPC Animation:** Implement animations for NPC characters to enhance realism.
4. **Weather and Skybox:** Include dynamic weather effects and a realistic skybox for environmental immersion.
5. **Lighting:** Implement dynamic lighting to enhance visual realism within the game.
6. **Sound Dynamics:** Provide realistic and dynamic audio effects corresponding to in-game events.
7. **UI:**

* **Start Game:** Include a user interface element for starting the game.
* **Stage Selection:** Allow players to choose specific game stages.
* **Options:** Provide settings for player customization.
* **About:** Include information about the game.
* **Credits:** Display credits for the game development team.
* **Quit Game:** Implement an option to exit the game.
* **Pause Game:** Allow players to pause and resume gameplay.
* **Restart Game:** Allow players to restart gameplay from nearest checkpoint.

Non-functional Requirements:

**Performance:**

* **Frame Rate:** Maintain a consistent frame rate of at least 90 FPS for a smooth VR experience.
* **Loading Times:** Ensure minimal loading times to enhance immersion and user experience.

**Scalability:**

* **Platform Independence:** Develop the game to be scalable across various VR platforms without compromising quality.

**Accuracy:**

* **Landmark Accuracy:** Features accurate Marawi landmarks.
* **Streetscapes Accuracy:** In game streetscapes resemble to Marawi streetscapes.
* **Military Accuracy:** Military uniform resembles to real life Filipino Military.
* **Cultural Elements:** Marawi cultural elements are present in each environment.

**Accessibility:**

* **Exclusivity:** Implement features that enhance the gaming experienceofVR experience.

**Usability:**

* **User-Friendly Interface:** Design an intuitive interface for easy navigation and interaction.
* **Control Comfort:** Provide adjustable comfort settings to accommodate a wide range of player preferences.

**Compliance:**

* **Regulatory Compliance:** Adhere to VR industry standards and legal regulations in game development.

Traceability Matrix:

1. **Functional Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **Requirement ID** | **Functional Requirement** | **Test Case ID** | **Prioritization** |
| FR-01 | Physics: Player Movement | 00001 | Essential |
| FR-02 | Physics: Player Movement Precision | 00005 | Essential |
| FR-03 | Physics: Player Rotation | 00002 | Essential |
| FR-04 | Physics: Object Collision | 00025 | Essential |
| FR-05 | Physics: Gravity | 00026 | Essential |
| FR-06 | Physics: Object Stacking | 00027 | Essential |
| FR-07 | Physics: Object Destruction | 00028 | Essential |
| FR-08 | Weapon Arsenal | 00010 | Essential |
| FR-09 | Weapon Visuals | 00012 | Essential |
| FR-10 | Gun Mechanics: Aiming | 00031 | Essential |
| FR-11 | Gun Mechanics: Firing | 00011 | Essential |
| FR-12 | Gun Mechanics: Reloading | 00033 | Essential |
| FR-13 | Gun Mechanics: Recoil | 00032 | Essential |
| FR-14 | Gun Mechanics: Bullet Capacity and Magazine | 00011 | Essential |
| FR-15 | Gun Mechanics: Weapon Switch | 00030 | Essential |
| FR-16 | Melee Combat | 00034 | Essential |
| FR-17 | Navigation: Voice | TC-06 | Essential |
| FR-18 | Navigation: Visual | TC-07 | Essential |
| FR-19 | Player Hand Physics | TC-08 | Essential |
| FR-20 | Storage: Primary (Bag) | 00016 | Essential |
| FR-21 | Storage: Holster | 00014 | Essential |
| FR-23 | Storage: Vest Magazine Storage | 00015 | Essential |
| FR-28 | Interactable: Objects | 00020 | Essential |
| FR-29 | Interactable: Doors and Cabinets | 00017 | Essential |
| FR-30 | Interactable: Ladder | 00018 | Essential |
| FR-31 | Interactable: Objects usage for unlocking | 00019 | Essential |
| FR-32 | Interactable: Easter Eggs | 00029 | Essential |
| FR-33 | AI: Enemy | TC-21 | Essential |
| FR-34 | AI: Companion | TC-22 | Essential |
| FR-35 | Damage and Health | 00013 | Essential |
| FR-37 | NPC Animation | 00044 | Essential |
| FR-42 | UI: Stage Selection | 00035 | Essential |
| FR-43 | UI: Options | 00036 | Essential |
| FR-44 | UI: About | 00038 | Essential |
| FR-45 | UI: Credits | 00039 | Essential |
| FR-46 | UI: Quit Game | 00037 | Essential |
| FR-47 | Main Menu | 00023 | Essential |
| FR-48 | Pause Game: During Game | 00021 | Essential |
| FR-49 | Pause Game: During Cutscenes | 00024 | Essential |
| FR-50 | Restart Game | 00022 | Essential |

1. **Non-Functional Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **Requirement ID** | **Functional Requirement** | **Test Case ID** | **Prioritization** |
| NFR-01 | Frame Rate: Optimized | 00003 | Essential |
| NFR-02 | Frame Rate: Stabilized | 00045 | Essential |
| NFR-03 | Accuracy: Landmark | 00006 | Essential |
| NFR-04 | Accuracy: Streetscapes | 00007 | Essential |
| NFR-05 | Accuracy: Military | 00008 | Essential |
| NFR-06 | Accuracy: Cultural Elements | 00009 | Essential |
| NFR-07 | Loading Times: Minimal loading | 00041 | Essential |
| NFR-08 | Platform Independence: Scalability | TC-38 | Essential |
| NFR-11 | Music and Sound in Main menu | 00042 | Essential |
| NFR-12 | Particle Effects | 00043 | Essential |
| NFR-14 | Regulatory Compliance: Standards | TC-42 | Essential |

1. **SYSTEM DESIGN**

**Architectural Design**

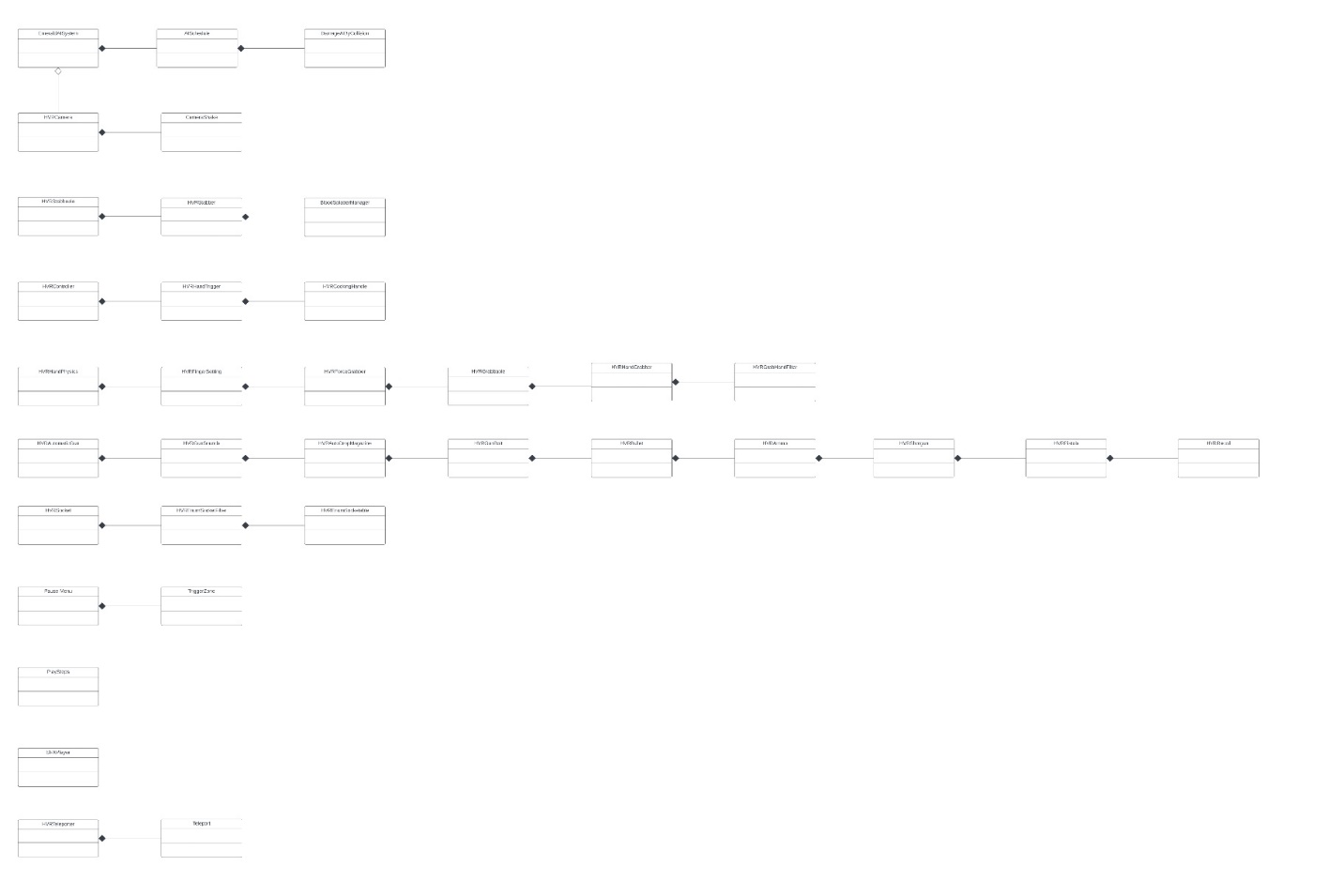
* N/A
* We can’t create diagrams of entity relationship diagram and data flow because we don’t have a database that we can align or get data.

**SEQUENCE DIAGRAM**

A screen shot of a computer program

Description automatically generated

**CLASS DIAGRAM**





**INTERFACE DESIGN**

**A screenshot of a video game

Description automatically generated**

**5**

**4**

**3**

**2**

**1**

**MS17 Reclaimed Valor in Main Interface**

In the main menu of the virtual reality (VR) game, players have several options to choose from. 1.) The "Start Game" option kicks off their adventure, letting them explore scenes and enjoy the game. 2.) The "Options" section is where players can adjust things like brightness and volume to make the game feel just right for them. 3.) If players want to know more about the game, they can check out the "About" section, 4.) and if they're curious about the real events that inspired the game, they can find "Credits" with images from the Marawi Siege. 5.) Finally, if players want to exit the game, they can choose "Quit Game" to return to the real world. Each option in the main menu is like a door that opens different aspects of the VR experience for the players to enjoy.

A computer generated image of a machine

Description automatically generated

**MS17 Reclaimed Valor Game Avatar**

In the VR game, your game character, also known as the avatar, is equipped with distinct features aimed at enhancing the player's interactive experience. 1.) The avatar features a "holster," serving as a designated storage space for swift and convenient retrieval of in-game items, where you can quickly put things and take them out. 2.) Additionally, there is a virtual "bag" incorporated into the avatar's equipment, facilitating the carriage of essential items throughout the gameplay. 3.) The concept of "body inventory" pertains to a visual representation of the avatar's current attire and carried items. The avatar functions not merely as a character but as a dynamic entity equipped with storage elements, contributing to a more immersive and engaging virtual journey. 4.) Finally, is a high-quality physics interaction system. This advanced system introduces hands as an integral component, enabling users to interact with the virtual environment in a highly realistic and immersive manner. These virtual hands serve as the player's digital counterparts, capable of intricate and responsive actions within the game. Whether it's picking up objects, manipulating the surroundings, or engaging in complex interactions, the high-quality physics interaction system enhances the sense of presence and engagement.

1. **TEST PLAN:**

Objective: Outline the overall testing strategy and approach for the software application.

**Introduction to Objectives**

The purpose of the given Test Plan is the testing description for the VR game “Marawi Siege 2017: Reclaimed Valor”. The main goal of testing the VR game is to ensure the game's reliability, functionality, and performance efficiency.

**Testing Objectives**

* Validate the functionality of “Marawi Siege 2017: Reclaimed Valor”
* Verify that the application meets specified requirements.
* Identify and mitigate potential defects and issues.
* Ensure a positive and consistent user experience.

**Test Scope and Features to be Tested**

* Validate proper integration of VR interaction mechanisms (hand controllers’ interactions).
* Verify clarity, responsiveness, and intuitiveness of VR menus and HUD.
* Test core gameplay mechanics such as movement, interaction, and combat
* Ensure graphics rendering is optimized for VR platforms.
* Assess frame rates and overall performance on VR devices.
* Verify smooth transitions and animations in the VR environment.

**Test Deliverables**

* Test Plan document
* Test Cases
* Test Data to be used during testing.
* Test Execution Reports
* Defect Reports
* Final Test Summary Report

**Testing Methodologies**

The testing approach will be manual. Manual testing will be employed for exploratory testing, usability testing, and scenarios that require human intervention.

**Test Environment and Devices:**

**VR Platform**

* Oculus

**VR Device**

* Oculus Quest 2

**Entry and Exit Criteria**

**Entry Criteria:**

* Completion of the development phase.
* Availability of the latest build for testing.
* Approval of the Test Plan.

**Exit Criteria**

* Successful execution of all test cases.
* A predetermined percentage of test coverage achieved.
* Resolution of all high and critical defects.
* Approval of the Test Summary Report.

**Test Schedule**

|  |  |  |
| --- | --- | --- |
| **Phase** | **Start Date** | **End Date** |
| Test Planning | January 7, 2024 | January 8, 2024 |
| Test Case Design | January 9, 2024 | January 9, 2024 |
| Test Environment Setup | January 10, 2024 | January 11, 2024 |
| Test Execution | January 12, 2024 | January 14, 2024 |
| Defect Reporting | January 15, 2024 | January 16, 2024 |
| Test Summary Report | January 17, 2024 | January 18, 2024 |

**Risk and Mitigation Strategies**

**Risks**

* Different VR platforms may have varying specifications, potentially leading to compatibility issues.
* Limited availability of VR devices for testing may hinder comprehensive testing coverage.
* Rapid changes in VR standards or technologies might lead to compatibility challenges or require adjustments to testing strategies.
* Risk of data corruption or loss during testing, impacting the accuracy of test results.
* Users may struggle with the software due to insufficient training, affecting the perceived usability.

**Mitigation Strategies**

* Establish a comprehensive compatibility testing plan. Regularly update the list of supported devices and platforms**.**
* Prioritize testing on the most widely used VR devices.
* Incorporate flexibility into testing plans to accommodate changes in standards.
* Regularly back up critical data and establish data recovery procedures.
* Develop user guides, conduct training sessions, and gather feedback to address user learning curve challenges.

1. **TEST CASES**

Objective: Provide detailed test scenarios and cases for both manual and automated testing.

**Separate File**

1. **TEST DATA MANAGEMENT**

Objective: Detail how test data will be managed and manipulated during testing.

**Procedures for Creating and Maintaining Test Data**

1. Test Data Sources:

* Game Assets: Leverage existing level layouts, character models, animations, and in-game objects to create testing scenarios.
* Simulated Player Data: Use scripting tools or plugins to generate player actions, movement patterns, and interaction sequences representative of various player skill levels and behavior.
* Historical Data: Incorporate factual information about the Marawi Siege from reliable sources. Consider anonymizing or modifying names and locations to maintain sensitivity.
* Expert Review: Consult with historical or gameplay experts to validate the accuracy and realism of test data.

2. Test Data Generation Process:

* Identify Testing Objectives: Define specific aspects of the game to be tested (e.g., combat mechanics, narrative triggers, accessibility features).
* Design Test Scenarios: Create scripts or plans outlining diverse situations and player actions for each testing objective.
* Populate Test Data: Use game tools or scripting languages to create game states reflecting the desired scenarios. This may involve setting up specific character placements, enemy configurations, and environmental conditions.
* Version Control: Track and record different versions of test data with clear descriptions and change logs for version control and future reference.

3. Test Data Maintenance:

* Regular Updates: As game development progresses, update test data to reflect new features, bug fixes, and gameplay changes.
* Bug Identification: Utilize test data to identify and reproduce bugs effectively. Update test scenarios to address discovered issues.
* Performance Testing: Utilize test data to assess game performance under various conditions (e.g., player count, resource-intensive scenarios).
* Accessibility Testing: Use test data with simulated players representing diverse abilities to ensure accessibility features function as intended.

4. Ethical Considerations:

* Sensitivity to the Marawi Siege: Approach test data creation with respect and sensitivity to the real-world event and its human impact.
* Anonymization and Respectful Representation: Consider anonymizing character names and locations where appropriate. Avoid insensitive portrayals of individuals or cultural aspects.
* Historical Accuracy: Ensure test data reflects factual information about the Marawi Siege while prioritizing player safety and ethical gameplay.

5. Tools and Resources:

* Game Development Tools: Utilize built-in scripting languages, level editors, and asset management tools within the game engine.
* External Plugins and Add-ons: Explore plugins and add-ons specifically designed for VR testing and automation.
* Version Control Systems: Implement version control tools like Git or SVN to track and manage test data revisions.

**Data Privacy Considerations**

* Audit and Monitoring: Regularly review and monitor data processing activities.
* Privacy by Design: Integrate privacy into the development process.

**Data Backup and Restore Procedure**

Establish automated, encrypted, and regularly tested backup procedures with off-site storage, versioning, and defined retention policies, ensuring swift data restoration in adherence to access controls and integration into a comprehensive disaster recovery plan

1. **TEST EXECUTION REPORT**

Objective: Provide a summary of test execution activities

**Separate File**

1. **DEFECT REPORT**

Defect ID: 00022

Description: The “Restart” button in the pause menu does not function.

Steps to Reproduce:

1. Start the game.
2. Engage in regular gameplay actions to reach a point where pausing is expected to be available.
3. Use the designated button or gesture on the VR controller that typically activates the Pause Menu.
4. Observe if the line pointer is not showing and triggering the restart button, and no error message is displayed.

Severity: Major

Priority: Medium

Status: Fixed

Assigned To: Justine Chio

Reported By: Jan Marco Nicolas

Defect ID: 00023

Description: The “Main Menu” button in the pause menu does not function.

Steps to Reproduce:

1. Start the game.
2. Engage in regular gameplay actions to reach a point where pausing is expected to be available.
3. Use the designated button or gesture on the VR controller that typically activates the Pause Menu.
4. Observe if the line pointer is not showing and triggering the main menu button, and no error message is displayed.

Severity: Major

Priority: Medium

Status: Fixed

Assigned To: Justine Chio

Reported By: Jan Marco Nicolas

Defect ID: 00037

Description: The “Exit Game” button in the main menu does not function.

Steps to Reproduce:

1. Start the game.
2. Find the exit game button.
3. Observe if the exit game is not functioning, and no error message is displayed.

Severity: Major

Priority: Medium

Status: Fixed

Assigned To: Justine Chio

Reported By: Jan Marco Nicolas

Defect ID: 00045

Description: The “Gameplay in Scene 2” is having a performance drop.

Steps to Reproduce:

1. Start the game.
2. Find scene 2 which the issue has been observed.
3. Observe if the gameplay is having a performance drop.

Severity: Major

Priority: Medium

Status: Fixed

Assigned To: Justine Chio

Reported By: Jan Marco Nicolas

1. **TEST ENVIRONMENT SETUP GUIDE**

**Objective:**

To provide comprehensive instructions for setting up the testing environment for the Unity VR game "Marawi Siege 2017: Reclaimed Valor."

**Contents:**

**1. Software and Hardware Requirements:**

**Hardware:**

* VR-Ready PC or Mac.
* Compatible VR headset (Oculus Quest).
* VR controllers.

**Software:**

* Unity Game Development Environment (latest version).
* VR SDKs (Oculus SDK).
* Latest VR Runtime (Oculus Runtime).
* Game installation package.

**2. Installation Steps:**

**Step 1: Unity Installation:**

* Download and install the specified version of the Unity Game Development Environment.
* Ensure to include necessary components for VR development during installation.

**Step 2: VR SDK Installation:**

* Install the required VR SDKs (Oculus SDK, SteamVR SDK) based on the targeted VR platform.
* Follow SDK-specific setup guidelines provided by Unity.

**Step 3: Game Installation:**

* Execute the game package.

**3. Configuration Settings:**

**VR Settings:**

* Adjust VR headset settings for comfort.
* Configure hand tracking and interactions in Unity.
* Setup play area.

**Graphics Settings:**

* Launch the Unity project and access graphics settings.
* Optimize settings based on the VR system's capabilities.

**Control Configuration:**

* Configure VR controller settings for intuitive gameplay.
* Ensure mappings align with standard VR controls.

**4. External Dependencies:**

**Testing Tools:**

* Install necessary testing tools for performance monitoring and debugging. Make sure to download and install latest Unity game editor.
* VR debugging tools may be required for troubleshooting.

**Documentation Access:**

* Ensure access to relevant documentation, including test cases and bug tracking tools.

1. **DOCUMENTATION REVIEW AND SIGN-OFF**

Objective: Ensure that all project documents are reviewed and approved by relevant stakeholders

1. **LESSON LEARN DOCUMENT**

Objective: Document insights and recommendations for future improvement based on the testing process and outcomes

* Manual testing was highly effective in discovering major functional bugs, especially related to VR interaction and narrative flow.
* Conduct thorough accessibility testing throughout development to ensure inclusivity for players with diverse abilities.
* Document testing procedures, challenges, and solutions for future reference and improved efficiency.

1. **CLOSURE REPORT**

**Achievements and Challenges**

**Achievements:**

* Comprehensive Functional Testing: Identified and resolved numerous functional bugs related to VR interaction, gameplay mechanics, narrative flow, and accessibility features.
* Improved Gameplay Experience: Testing feedback led to significant improvements in VR interaction mechanics, enemy AI behavior, and overall narrative pacing.
* Performance Optimization: Identified and addressed performance bottlenecks, ensuring a smooth and stable VR experience.
* Accessibility Enhancements: Testing helped refine accessibility features for players with diverse abilities, promoting inclusivity.
* Effective Automation Coverage: Implemented automated regression tests for core gameplay areas, increasing testing efficiency and consistency.

**Challenges:**

* Unique VR Testing Requirements: Adapting traditional testing methodologies to the complexities of VR interaction posed challenges.
* Balancing Historical Accuracy and Gameplay Needs: Ensuring factual accuracy while creating a compelling and engaging VR experience required careful consideration.
* Resource Constraints for Automation: The scope of feasible automation for VR was limited compared to traditional games, requiring prioritization and resource allocation.
* Ethical Considerations: The sensitive nature of the Marawi Siege demanded a thoughtful and respectful approach to test data creation and gameplay elements.
* Performance Optimization Balancing: Balancing VR fidelity and frame rate stability presented ongoing challenges throughout development.

**Test Completion Status**

**Testing Status:**

* Testing is complete for the initial phase of the VR game, covering key features and functionalities outlined in the project objectives.

**Objectives Met:**

* The primary objectives of ensuring stability, performance optimization, and a positive user experience have been largely met.
* Critical bugs have been addressed, and the game is ready for the next phase of release.

**Recommendations for Future Projects:**

* Begin hardware compatibility testing early in the development cycle to identify and resolve issues promptly.
* Implement continuous user feedback mechanisms, such as beta testing and user surveys, to address evolving user preferences and expectations.
* Invest in dedicated resources for comprehensive cross-platform testing, ensuring a consistent and optimized experience across a wide range of VR devices.

**Conclusion**

The VR game testing phase has concluded successfully, achieving extensive coverage, bug resolution, and performance optimization. Despite encountering challenges, the team effectively addressed critical issues, ensuring the game is now poised for release. The recommendations provided are aimed at enhancing future testing projects, fostering a continued commitment to delivering high-quality VR gaming experiences.