Testing Phase

The testing phase would play a pivotal role in making a game because it will show all the bugs and issues that game has before it comes out. One of the ways that the testing phase can help a game is find a game breaking bug that would make the game easily to beat or make the game not playable. An example of how testing can impact a game can be seen with the game known as <u>Battlefield 4</u>. At launch <u>Battlefield 4</u> had a lot of issues to name a few, disconnection errors, crashes, and freezes. Reading an article talking about the launch of the game makes it seem as if no one really tested the game and just released the "playable" state. Another game that demonstrates how important the testing phase is <u>New World</u>. The game at launch seems to have a high queue time cause the servers were not ready to handle all the players who would be loading into the game. This caused a lot of server issues like using being broken for some players. Another bug the game had was not having the ability to interact with the world which would be a game breaking bug. Since the interact button wouldn't work, players could not progress through the game and interact with the environment. From these two examples it can be seen how a little more testing could of helped with the release of these games. The positive impact testing can have in developing a game can be seen through the release of <u>Super Mario Odyssey.</u> The game Nintendo made doesn't seem to have any major flaws that impede the game and thus it has become one of the best games on Switch. When a game doesn't have many bugs, this leads to the players enjoying the game, and this leads to a lot more sales. These are a few of the examples of how the testing phase is really important when developing a game.

Sources:

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