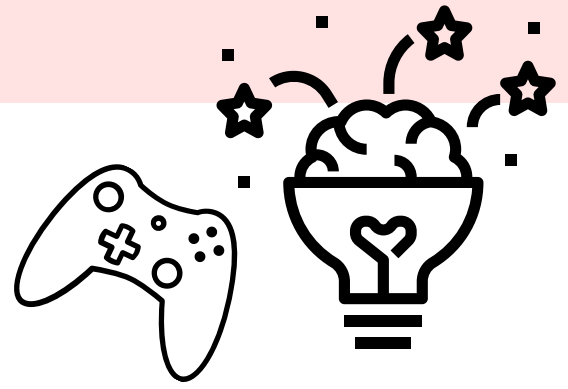


QA



What is Quality Assurance?

Quality Assurance makes sure that the game works the way that it is supposed to. This involves taking the requirements from the project manager/game designer, determining what tests are needed to check if those requirements are met, and creating a workflow to actually perform the tests as the code is updated.



Useful Resources for QA



- [Options for automated testing in Unity](#)
- [Libcal Link for Theo Acker](#)

Level-up League sessions

In-person

Wednesdays @ 3:30
Bizzell LL118

Online

Tuesdays @ 3 | Register at
libcal.ou.edu for link

QA

A QA engineer walks into a bar. They order a beer. Order 0 beers. Order 99999999999 beers. Order a lizard. Order -1 beers. Order a ueicbksjdhd. The first real customer walks in and asks where the bathroom is. The bar bursts into flames, killing everyone.* QA's job is to figure out all the necessary test cases so tragedies like this do not occur.

Check-in with a University Libraries Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points; there can be only one!)
Week 1: Define testing environment(s)				
Week 2: How do you determine the severity of a bug? (urgent vs. nbd)				
Week 3: Pick area, make tests to break it				
Week 4: Pick area, make tests to break it				
Week 5: Automate testing and breaking with coders				
Week 6: Pick area, make tests to break it				
Week 7: Pick area, make tests to break it				
Week 8: Revise, review MVP with all roles				
Week 9: Revise, review MVP with all roles				
Week 10: Revise, review MVP with all roles				
Week 11: Revise, review MVP with all roles				
Week 12: Build out app				