Testing Final Fantasy XV

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**PART A**

I plan to test Final Fantasy XV on the Xbox One S console. While I am play testing this game I am looking to test and see if the Warp Strike ability functions properly no matter what weapon he has equipped except for the Ring of the Lucii. To properly test this, I will need to have a total of at least 25 different weapons that Noctis can use, and move to an area where his warp strike ability can be used in battle. I plan to test his warp strike ability with all 13 of the Royal Arm weapons, his Ultima blade, and 11 random weapons that he has access to. In theory if the weapon allows him to warp strike I should be able to lock onto an enemy with the RB button, and then upon pressing the Y button I can initiate a warp strike with Noctis and strike the enemy from near or far. ***CHANGE THIS SECTION TO FIT PART B***

**PART B**

I started up Final Fantasy XV and loaded up my recent save file which happens to be a new game plus file. Once I have loaded in I travel to Hammerhead and initiate a hunt with a monster that takes a tremendous amount of time to defeat. I decided to initiate the hunt “The Adamantoise” since this is a super boss that has high health points, and takes a long time to kill. It also includes many different warp points for me to utilize for testing purposes. I wrote down the weapons I was going to test which includes all 13 royal arms, the Ultima Sword, Blazefire Sabre, and Ragnarok. For consistency, these tests will be run on the same boss during the same hunt. After launching the hunt, I equip Noctis with 4 of the 16 to be tested weapons. I start off by equipping the first four Royal Arms which are “Sword of the Wise”, “Axe of the Conqueror”, “Bow of the Clever”, and “Swords of the Wanderer.” With each of these royal arms my goal is to test warping to a safe distance and then striking from a long-distance point for the initial attack and then finally I will keep blitzing the enemy with as many warp strikes as possible to see if the game breaks in some way. The first test I did was with the “Sword of the Wise” and nothing out of the ordinary happened. I could complete each warp strike from a distance successfully, and each attack connected. There was one instance where the attack failed to connect with the target but, I believe this had to do with the distance I was from the enemy versus some issue with the ability itself since this one happened once out of 10 full test attempts.

The next test I ran with the “Axe of the Conqueror.” This test out of all the tests was the most difficult to complete and not due to glitches. The way Noctis attacks when warp striking makes it extremely difficult to make attacks connect, and you cannot sit there and spam multiple warp strikes in a row with this weapon as you can with most of the others. When a warp strike triggers Noctis throws this axe up in the air warps to it and then comes crashing down into the enemy. Out of all my test attempts with this weapon I must have missed the Adamantoise by mere pixels half of the time. It really started to agitate me because I kept missing and then I would get one-shot by the enemy. This test went to be as expected though nothing out alarming happened aside from a lot of missed connections with the attack. Next up was the Royal Arm “Bow of the Clever.” This weapon was very interesting indeed and I am a huge fan of how the warp strike works with it. Noctis will warp towards the enemy and then fire off multiple shots at them. I had a little too much fun testing this one against the super boss since it worked so well. The one thing that I noticed with this arm is the amount of shots fired off varied occasionally but, this could be due to me being unable to count how many go off during the heat of battle. Aside from this, nothing out of the ordinary happened with this royal arm.

The fourth weapon in my initial arsenal was “Swords of the Wanderer.” I will admit I never tried out this weapon until I went through and decided to do some testing with all the royal arms in the game with this assignment. This weapon along with all the other arms tested so far has its own unique strike animation and effect. Noctis strikes towards the enemy with two blades and then combines them into one when he is behind and turns around and strikes the enemy with one heavy swing. This weapon was difficult in testing with the Adamantoise though since I was limited to what I could strike on its body with this one. I had to aim for its legs to connect with boss for this warp strike. One thing I noticed with this weapon when using the warp strike is it seems quite like the Sword of the Wise in terms of how the strike works. The only difference is the follow-up attack to the initial strike which quite often missed the enemy since it moved around a bit. I also became aware that during testing with this weapon I got hit so much by the boss because I was near its legs instead of its head when testing. I am starting to notice when it comes to this boss that certain Royal Arms are better suited for attacking certain points of its body.

The fifth weapon I tested was “Blade of the Mystic” and I must say out of all the weapons I have tested out so far, this one is my favorite. The warp strike reminds me of an old-fashioned samurai battle of who can draw their sword the fastest to secure victory. Noctis readies himself with this strike and then warps and slashing through the enemy. In all my test attempts with this weapon one thing I noted was it is extremely accurate and I missed one-time due to launching into the attack of the Adamantoise. I thought there was a slight bug with this weapon because the amount of time Noctis stands there in his stance seemed to vary but, I realized it had to do with load time since there were parts in the battle where the game would lag a little bit. All in all, there were no bugs with this weapon when using it. The next weapon I tested out was “Sword of the Tall.” This weapon was ridiculous to look at when fighting with it since it’s so big compared to Noctis. The warp strike for this one is much like the standard warp strike where Noctis throws the weapon straight at the enemy but then a bunch of magical things happen once he grabs the weapon again, he spins and slashes at the enemy a total of three times and deals some serious damage to them. In testing, this weapon I noticed that out of all the royal arms this one kills you the quickest. However, bug wise there was nothing wrong with this weapon and it is a great choice for close quarters crowd control when warp striking as you can hit multiple targets at once.

The next weapon is the “Star of the Rogue.” I had a difficult time testing this weapon because with each test it seemed like it did something different. So here was my analysis with this weapon. A lot of different things happened when utilizing the warp strike ability. If I attacked pressed the Y button once it appeared to be thrown as usual and cause an explosion like effect against the monster and the weapon returned to Noctis. If there were multiple targets nearby such as the legs of the boss, it appears to fly over to the next nearest target and strike it too. When flying to another nearby target I was holding down the Y button so I have no idea if it was just a second warp strike triggering or if this weapon flies around the longer you hold it hitting multiple enemies. Again, I’m not sure if this is a bug or not but, this weapon did not have any consistency what so ever when warp striking. The “Shield of the Just.” Was the eighth weapon I tested of the 13 Royal arms and there was nothing too special about this one and its warp-strike ability. There were no alarming issues while using this against the Adamantoise the weapon functioned flawlessly.

The next weapon up for testing is “Mace of the Fierce.” I’m starting to notice a trend with most of the Royal Arms and that certain ones either have a very unique warp strike function or they are very standard. The Mace of the Fierce functioned just like the regular swords and few of its Royal Arms friends nothing special was found while holding down the Y button or fighting near multiple attackable points on an enemy. The next Royal Arm in line was the “Scepter of the Pious.” This royal arm functions the same way the Axe of the Conqueror does. Noctis throws the weapon in the air above the enemy and comes crashing down on top of them however, upon holding down the Y button I found out that there is an extra attack that can be performed after coming down upon the enemy. After seeing this I decided to go back to the Axe and see if something similar happened. As I suspected nothing else happened with the axe. The next weapon I tested out was the “Trident of the Oracle.” Using this weapon makes me sad poor Lunafreya. Anyways, testing out the warp strike for this one annoyed me because it does the exact same thing as Scepter of the Pious. However, with testing comes patience so I did my total of 10 test runs out with this weapon finding it is pretty much a re-skin and that it functions flawlessly.

The twelfth royal arm I tested was the “Katana of the Warrior.” This weapon was the same as the Blade of the Mystic except if I pressed and held down the Y button it allowed me to consecutively warp strike opponents around me and Noct goes slashing around until your health runs out. This weapon was extremely fun to use against the Adamantoise while up in the air because you get to fly around until you heal or drop. There were no bugs found while doing so with this weapon. Finally, the last Royal Arm to test out is the greatest one of all – The “Sword of the Father.” This royal arm I have no idea if it is bugged in the beginning of the game or not but, when I compared using it to my end game and new game plus files I found a significant difference, in my end game file using that weapon did not harm Noctis, but in the new game it harmed him. I am unaware if this must do with storyline progression or not. But, the warp strike for this weapon is the same as a basic sword point – throw – warp – strike. This weapon is unable to perform multiple consecutive strikes but, it can be a heavy strike perfect for breaking off key items from certain enemies.

The last set of weapons I have elected to test are four basic weapons that do not kill you when you use them. The first weapon I tested was the “Blaze Fire Sabre” which is a DLC weapon from the Xbox store. This weapon although weak is great for warp striking. The player can press and hold down Y and Noctis will perform multiple back to back warp strikes until he is struck down during the process or your MP runs out. The second sword I tested is the “Ultima Blade.” This is Noctis’ most powerful weapon that is not a Royal Arm. It was not shocking to find out functionality wise this weapon functioned the same way that the Blaze Fire Sabre functions. Finally, the last weapon to test and the one I know off hand has the most unique Warp Strike ability is “Ragnarok.” This weapon did not allow me to do back to back warp strikes but, as described in its description function perfectly. The further you warp strike away with this weapon the more powerful the strike becomes. I tested these two different ways with the Adamantoise. The first thing I did was as many close-up warp strikes as possible and the damage was minimal between 2,000 – 3,000 per strike. I did this test 20 times up close. Then, I warped far away from the enemy at warp points, and warp struck from afar. I did these 20 times and each warp strike from a long-distance dealt maximum damage 9,999. There are no bugs with this beautiful weapon, and after testing I decided to take out the Adamantoise using Ragnarok as my main weapon and throughout the rest of the fight when striking close it did not deal maximum damage, but when striking from extreme distances from its weak point it always hit for max damage.

**PART C**

Severity: Cosmetic

Version: Final Fantasy XV 1.0.0 (There is no version listed on title screen)

Hardware: Microsoft Xbox One S Consumer Edition

Description: After Warp Striking with any weapon and Noctis leaving behind a warp-decoy the decoy has cosmetic defects. Instead of leaving the image of Noctis behind perfectly it is all distorted and has lines running through it. I tried this again with different weapons and it kept on appearing. This needs to be fixed in the next build.

Severity: Minor

Version: Final Fantasy XV 1.0.0 (There is no version listed on title screen)

Hardware: Microsoft Xbox One S Consumer Edition / Final Fantasy XV disc

Description: “Bow of the Clever” number of shots fired inconsistent. After retesting a few times and counting how many shots are fired from Noctis when warp striking I found it varied between 3-6 shots. Tester is unsure if this should do with how strong the enemy or if it should do with duration the warp strike button is held down. This should be clarified with concept developers and programmers.

Severity: Major

Version: Final Fantasy XV 1.0.0 (There is no version listed on title screen)

Hardware: Microsoft Xbox One S Consumer Edition / Final Fantasy XV disc

Description: Weapon “Ragnarok” stopped showing use of its special animations during warp striking. When striking from afar or close instead of the weapon playing its “charge up” sound and dealing massive or minimal damage depending on the distance the gameplay was treating it as if using a standard weapon such as the Engine blade. The weapon does not work as described in game and this must be fixed immediately.

**PART D**

Severity: Critical

Version: Final Fantasy XV 1.0.0 (There is no version listed on title screen)

Hardware: Microsoft Xbox One S Consumer Edition / Final Fantasy XV disc

Description: Game crashed several times during fight with Adamantoise. I have no idea what is causing this if it’s a processing issue with my Xbox or the hardware such as the disc that I am using but, during the fight with the super boss my game crashed three different times. I thought it was just lag and loading but it came to the point where I could not launch the Xbox home guide button. If this must do with processing power and load times of an individual Xbox then it makes me wonder what is going on with mine. If this has something to do with FPS within the game then it should be addressed to developers.

**PART E**

I strayed off the path of what I initially wanted to do with my ad hoc testing. A lot of this dealt with the fact my game crashed on me three times during the battle with the Adamantoise mid testing and it really agitated me. Instead of testing a total of 25 different weapons that Noctis could use I did 16. Still a good number of weapons to test but, it was almost cut in half. I also did not expect to be killed by the Adamantoise several times and had to restart the game. That made me mad. Another way I strayed off the path was it became extremely tedious to warp far away and back into the boss because sometimes when I attempted to warp to the furthest point he would hit me while I was trying to get away and pretty much destroy my party. So, I decided to improvise and take the warp points that were mid-distance instead of long-range from the boss when doing testing. Aside from this, the testing went well, I learned a lot about the different warp strikes and how they are useful in certain areas and not. The biggest piece that proved true was I was always able to lock onto an enemy and warp strike during all my tests.