QA Game Tester | Test

1. **Best Shooter Game Experience:**

   As a player I think Battlegrounds mobile India is the only game which has very realistic gun mechanics like. Gun's recoil, Sound, Attachments, Scopes and more…

   And BGMI is one of the best well- known battle royale game and its free to play game with various features. The game starts with 100 players parachuting onto a large island with the objective of being last one standing.

   BGMI Mobile's graphics are impressive and optimized for mobile devices.
   And its graphics make this game even more realistic and attractive.

   I was playing PUBG mobile from its season two, but game got banned in between so krafton launched PUBG mobile's Indian version called "BATTELGROUNDS MOBILE INDIA"
   And

2. **Gun Mechanics:**

   As a Leela's QA tester I would check all the following gun mechanics for improvements.

   - Assess how the weapon feels when aiming, firing, and reloading.
   - Test the accuracy of weapons and the impact of recoil on each shot. Evaluate if the recoil is balanced and manageable for different firearms.
   - Verify the bullet spread pattern.
   - Evaluate the quality and variation of firing sounds for each weapon to make sure they are realistic and impressive.
   - Analyze the fire rate and damage values for each weapon to ensure a balanced and fair gameplay experience.
   - Check the accuracy and functionality of scopes to ensure they provide the intended benefits.
   - I will test weapon customization option to ensure they work correctly and provide meaningful improvements.
   - And I will check movement of gun when character peaks left/right, ensure that if gun movements working correctly along with hands.

3. QA Ticket:

Title: Audio Imbalance with Suppressor Attachment on M16A4

Description:
When the Suppressor attachment is applied to the M16A4 gun in BGMI (Battlegrounds Mobile India), there is an audio imbalance issue. Players experience a sudden change in the gun sound, with one ear receiving significantly more sound while the other ear receives less sound. This bug affects the audio experience and can potentially impact gameplay by providing inaccurate audio cues.

Steps to Reproduce:

1st step. Launch BGMI and enter a match.
2nd step. Obtain the M16A4 gun from the loot.
3rd step. attach the Suppressor attachment to the M16A4.
4th step. Fire the gun and observe the audio output.

Expected Behavior:
When the Suppressor is attached to the M16A4, the gun sound should maintain consistent audio balance in both ears, providing a balanced and immersive experience for players.

Actual Behavior:
After attaching the Suppressor to the M16A4, players notice a significant audio imbalance, with one ear receiving more gun sound than the other, resulting in an inaccurate and less immersive audio experience.

Reproducibility:
The issue occurs consistently whenever the Suppressor attachment is applied to the M16A4 gun.

Device Information:
Device Model: Xiaomi Redmi Note 10s
Operating System: Android 11
Processor: MediaTek Helio G95)
RAM: 6GB
Internal Storage: 64GB
Display: 6.43 inches, 1080 x 2400 pixels
Camera: Quad-camera setup with 64MP main sensor
Battery: 5000mAh.

4. QA Functions:

1.Functionality Testing:

- Test all basic game functionalities such as movement, shooting, reloading, and switching weapons.

- Verify the correct functioning of in-game mechanics like jumping, crouching, and prone positions.
- Ensure interactions with various in-game objects (doors, vehicles, items) work as intended.

2. Weapon and Gunplay Testing:

- Evaluate the handling and behavior of each weapon, including accuracy, recoil, and bullet spread.
- Verify the effectiveness of attachments (scopes, suppressors) and weapon customization options.
- Test the audio feedback for firing and reloading weapons.

3. Performance Testing:

- Check for frame rate stability and smooth gameplay across different devices and resolutions.
- Test the game's performance under varying network conditions (low-latency, high-latency, packet loss).

4. **Network and Multiplayer Testing:**

- Test multiplayer functionality and ensure smooth synchronization between players.
- Check for server responsiveness and verify the game's behavior under different player loads.
- Verify the integrity of match results and player rankings.

5. QA Logging:

To optimize the gun and shooting experience in the game, you can include the following debug or logging data to help us.

Weapon Data: Log detailed information about each weapon, such as weapon type, fire rate, damage per shot, and reload time. This data will help in assessing the impact of weapon attributes on gameplay.

Aim Sensitivity: Record the aim sensitivity settings used by players to understand their preferences and adjust the default sensitivity accordingly.

Shooting Accuracy: Log the accuracy of shots fired by players, including hit and miss rates, to analyze the effectiveness of weapons at different distances and situations.

Recoil Patterns: Capture recoil patterns for each weapon when firing both single shots and sustained fire. This data will assist in balancing weapon recoil for a more realistic and manageable experience.

Bullet Spread: Record bullet spread patterns when firing from different stances (standing, crouching, prone) to analyze and optimize weapon accuracy.

Shooting Sounds: Log data related to shooting sounds, including gunshots and reloading sounds, to ensure they are realistic and provide players with immersive feedback.

Player Movement: Track player movement data when firing to assess how movement affects shooting accuracy and weapon handling.

Attachments Impact: Record data on how different attachments (scopes, grips, suppressors) affect weapon behavior and player performance.

Frame Rate and Lag: Record frame rate and lag data during shooting sequences to understand how performance impacts the gunplay experience.

Hit Marker Feedback: Log data related to hit markers, such as timing and positioning, to ensure accurate hit feedback for players.

Player Feedback: Collect player feedback through in-game surveys or feedback forms to understand their perception of gunplay and identify areas for improvement.

6. **QA Pre Requisites:**

Test Documentation: Comprehensive test documentation, including test cases, test scripts, test data, and test results, should be readily available for reference and analysis.

Bug Reporting Process: A well-defined bug reporting process should be established, specifying how to report, track, and prioritize defects found during testing.

Collaboration and Communication: Effective communication channels and collaboration platforms should be in place to ensure seamless communication between QA testers, developers, and other stakeholders.

QA Training and Skill Development: QA team members should receive adequate training and skill development opportunities to stay updated with the latest testing methodologies and technologies.

Quality Standards and Best Practices: Adherence to quality standards and best practices in testing is essential to maintain consistency and reliability in the QA process.

Access to Product Updates: QA testers should have access to the latest versions of the product or software being tested, along with any relevant updates or patches.

Security and Privacy Measures: Adequate security measures should be in place to protect sensitive data and ensure the privacy of user information during testing.

Test Progress Tracking: A mechanism for tracking test progress and reporting test metrics should be available to measure the effectiveness of testing efforts.