Game Testing Checklist

# User Interface

* The AUT must install in the correct language according to the current device language
* Text font should be easy to read and understand for a first-time user
* The text should not spill out of the screen
* Grammar and orthographic rules specific to a language have to be respected
* The text should be displayed long enough for it to be easily read
* Texts should not have grammatical/spelling errors or incoherent phrasing or terminology
* Date/time format must be displayed correctly per that country
* Number format must be displayed correctly per that country
* Text align is right or left is depended per that country
* The user should be able to change the language from within the Options section
* When the game's language is set to Arabic, the buttons must be displayed in the opposite part of the screen
* No issues must occur if the game and the device language are the same or not
* UI must be correct, not depend on device theme or font changed
* The game should not freeze or crash or any issues by the game's FPS during the session.
* The game should gracefully handle any situation; it should not crash, freeze or otherwise lock up.
* The game layout needs to be scalable and adjust itself to fit the user's screen dimensions.
* When the game is launched in landscape or portrait mode, the game must not show any scaling issues.
* Game loading indicator and Animation.

# Gameplay

* Different game modes/location
* The Title Screen - is it well designed
* Menu functions - are they working? easy to navigate?
* Game flow & gameplay rules - game flow should be progressive and the gameplay should not be too difficult or too simple
* Character Model & World / levels / scene design - are they well designed & polished
* Opponents in the game - not too easy nor too difficult
* Collectibles - are there enough collectibles in the game? Is there a good variety of collectibles?
* Scoring mechanism - should be accurate and simple
* Social Network Interaction - should be perfectly functional and easy to use, so users can share their experience and/or scores with their friends
* The game's Graphics & UI - does the game display properly on all target devices & OS (in case of cross-platform games). Do the UI layout & its elements (toolbars, buttons, icons, etc.) display correctly on all devices
* Usability of Buttons / Navigational Flow - are all the buttons working correctly. Is the navigation logical?
* Grammatical Text & Fonts - is the text used within the game grammatically correct throughout? is the font used legible?
* Special Effects & Animations - Do all animations run smoothly? You need to test for clipping to ensure that two or more polygons do not overlap and cancel each other out and test that all required overlaps (semi-transparent objects placed over solid color objects/ backgrounds) are appropriate in size, placement, and purpose.
* Sound Effects - Do all sound effects play correctly, without distortion & at the right moment? You should listen closely to all the sound effects to ensure that their start point and length are appropriate.
* The collision between Objects - do all collisions in the game take place correctly? There should be no incorrect or inappropriate collisions, so the gameplay looks realistic. For this, you will need to move the character through all objects to observe the consequences (collisions, event triggers, or object triggers).
* Screen Orientation - if screen orientation is supported, does the game display correctly in both portrait and landscape modes?
* Screen Resolution - if multiple screen resolutions are supported, the game should be tested on all the supported resolutions to ensure that the graphics do not get altered
* High scores of the instant game with no progression should not be saved in the cache, high scores should be reset to 0 upon the user refreshing the page, or reloading the game.
* A single function mute button for all sounds in-game.
* Two mute buttons to allow separate muting of game music or sound.
* The game is playable without music and sound effects (except for rhythm games).
* Any audio and sounds for games must work on mobile and desktop browsers.
* Minimum game audio quality must be ensured during the play session.

# Multitasking

* Verify the volume is muted when the user switches to the other app.
* Verify the Gameplay is paused when the user switches to the other app.
* Verify the Gameplay is resumed where the user left when the user switches back to the game.
* Verify the Gameplay is paused when the user receives the phone call.
* Verify the Gameplay is resumed when the user cut the phone call.
* Verify the user can switch to message app when user receive the message from the notification.

# Social Integrations

* Verify the users able to share results across your ecosystem, friends
* Verify the integration with different platforms like Facebook, Google, etc.,

# Functionality

* Check game area, game logic
* play till last level
* get the cheat codes from development team and check all the levels
* Check for the features that will be unlocked level-wise
* Check for bonus score
* Check the score hike when level gets increased
* Check for multi-tap action (example in a car race we hold accelerator and left/right turn button simultaneously)
* Menu options
* Different game modes/location

# Multiplayer game

* Session expiry check
* login/log out
* Registration (Sign Up)
* Verify account (receive verification mail)
* login with registered but not verified account (without clicking verification link)
* Forgot password checks (many cases here)
* Game flow
* Check for WIN/lost/Draw
* Check user statistics graph
* Challenge/Decline challenge/receive challenge
* Check for forfeit
* Check when player 2’s turn is on Player 1 is not able to do actions (should not be able to forfeit also)
* Check for pass turn
* Check for time-out (for one player)
* Check the score for both the players till game ends

# Interruption

* If app(game) is in running mode, then check the behavior of interruption like Bluetooth and CALL/SMS/MMS.

# User Profile, Chat, Settings

* Put all types of images in Player profile and check
* Put special character, numbers, space in username and check
* Password should be in masked
* Check the profile images
* max limit of chat description
* Enter empty string, special character and check
* For opponent, there should be a notification that he has received a message
* Turnoff and ON device, check if settings are saved
* Log out /On, check same
* User should not lose his game in above conditions

# Downloading and Installation

* Downloading the application from the store should be supported on both Wi-Fi, 3G/4G/5G
* If the downloading is interrupted, the user should be able to re-download it again.
* The .apk file must be able to be installed on the device
* The size of apk file (multiply 3 or 4 times) must not exceed the internal memory of the device too much
* The application should be installed successfully, must have no errors
* Uninstallation must remove the game and game data from the device successfully.
* Progress must be kept after reinstall (save game online/ offline)
* Reinstalling the game (example; after the deletion or just overwrite the previous installation) must not trigger any game data files issues

# Application And DataStorage

* No issues occur when launching and exiting the AUT
* AUT launches in the correct orientation
* The AUT's initialization time must be a reasonable amount of time.
* No issues are triggered when using the HDMI output
* Boot time does not exceed 30 seconds
* AUT must not be present in Running Services after the device has been restarted
* The game must be able to launch correctly after a Reset to Factory Settings
* The AUT must not rapidly drain the device's battery
* If the system sound is turn off, the AUT should not trigger any sound
* Installation path is decided by the OS, and the app is installed into the right location.
* Saved data should remain intact after restart
* All games must encrypt their save files.
* AUT must notify the user of insufficient free space (when installing)
* AUT must notify the user of insufficient free space (when saving)
* Verify that user should able to see proper warning message when device memory is low.
* The game must auto-save the user's game when closed
* The saves should be compatible with any device that is compatible with the AUT
* Transferring the save files from one device to another must not work: the exact same device
* Transferring the save files from one device to another must not work: completely different device
* Transferring the save files from one device to another must not work: different, but similar device
* A working loading bar, load progress should be present with a progress bar
* All buttons, toggles, options in all menus should be functional
* The game is required to be localize-able in different languages.
* Game size: Preferably below 12MB, 5MB are optimal (gzipped)
* Test Battery usage by the game.