

Manual Testing Report: Battlefield 6 Beta

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Platform: PC Windows, EA

Mode: Multiplayer

1. Overview

This report covers manual testing of Battlefield 6 during its beta phase, focusing on identifying and addressing critical issues that could impact the player experience. Given that the game is in beta, the purpose of testing was to evaluate its stability and performance, prioritizing severe bugs such as game crashes, matchmaking failures, and other major gameplay inconsistencies. During the testing sessions, I played all available game modes and maps, paying particular attention to areas prone to instability.

2. Environment

- **Platform:** PC, EA
- **OS:** Windows 10
- **GPU/Driver:** 7900XT / 25.8.1
- **Test Duration:** ~5 hours

3. Test Methodology

- Functional
- Multiplayer
- UI/UX
- Performance
- Exploratory

4. Bugs & Issues

#	Description	Steps to reproduce	Reproducibility
1	Game crashes or freezes after completing a match, typically occurring after extended play session of 2-3 hours.	1. Play multiple matches in a single session (~2-3 hours) 2. Finish a match normally 3. Observe if the game crashes or freezes at the end-of-match screen.	Sometimes
2	Artifacting / distortion effect occurs on water surfaces and sometimes on dynamic lighting, observed on the Iberian Offensive and Siege of Cairo maps. Presents as shimmering, sparkling, or glitching visuals.	1. Start a match in Close-Quarters mode 2. Observe water surfaces and lighting during gameplay, particularly near reflective surfaces	Sometimes
3	Player characters animations occasionally appear distorted or “jiggly,” especially during aiming animation.	1. Start a match in any multiplayer mode 2. Look for irregularities in character movement, especially while aiming.	Sometimes
4	Abnormal jump height when landing on objects and immediately jumping again	1. Start a match in any mode 2. Look for an object (low wall, debris, fence) that player can jump onto. 3. Jump on the object 4. Immediately jump again before the vault or landing animation fully plays. 5. Observe the character jump	Sometimes

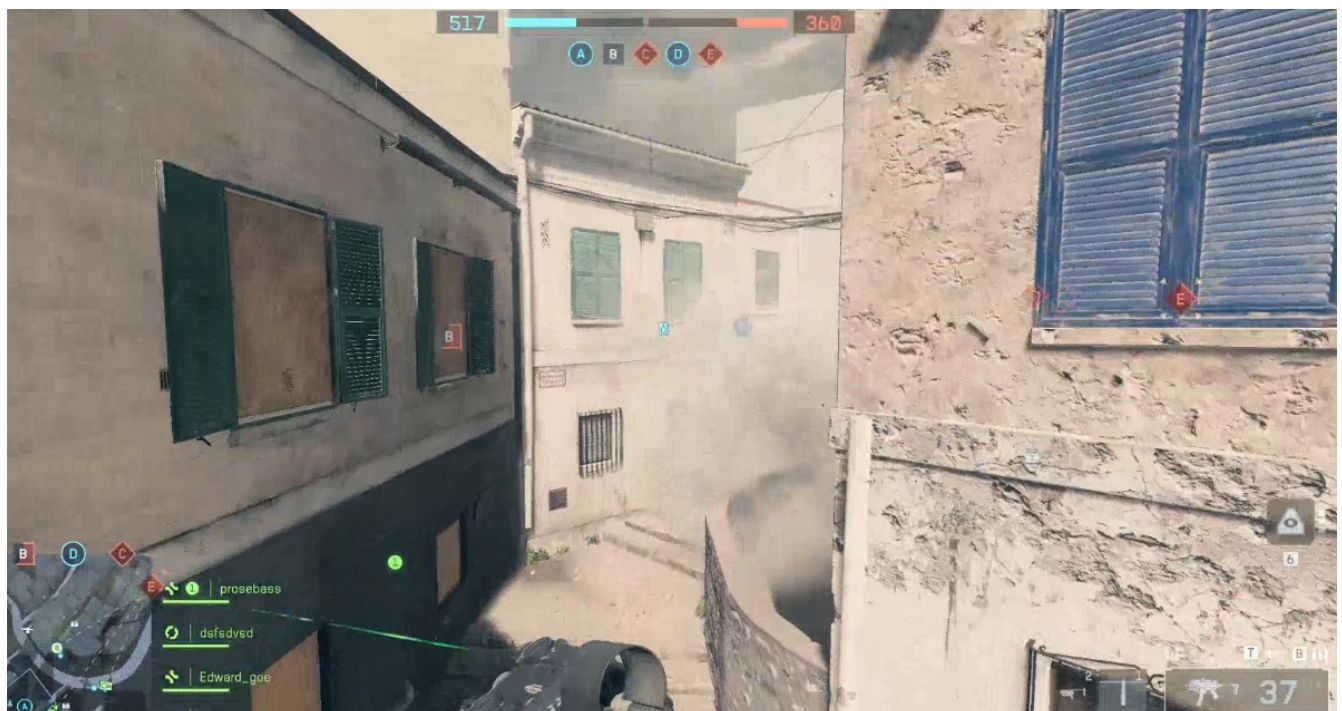
Screenshots/Videos

Artifacting / distortion





Abnormal jump height



4. Insights

- Address potential memory leaks or resource issues that may cause crashes after extended play sessions.
- Reduce artifacting in water, lighting, and environmental effects to improve immersion and visual clarity.
- Fix character jitter/jiggle issues and ragdoll physics glitches to maintain realism.
- Patch vault-skip/high-jump exploit to prevent access to unintended areas and preserve fair gameplay.
- Remove stuck bodies from walls and other surfaces to avoid immersion-breaking visuals.

5. Conclusion

Battlefield 6's beta delivered a stable and enjoyable experience overall, with most issues limited to visual glitches, minor movement anomalies, and rare crashes. While not heavily impacted by game-breaking bugs, polishing these remaining issues would enhance immersion and solidify the game's strong foundation ahead of its full release.