Manual Testing Report: Battlefield 6 Beta

Test Date: 15/08/2025
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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 The present report covers the manual testing performed on the Battlefield 6 beta, with a primary focus on identifying major issues that could negatively impact the player experience.

Since this build was an early beta version, the main objective of the testing was to evaluate the game's overall stability and performance. This included prioritizing severe issues such as crashes, matchmaking failures, and significant gameplay inconsistencies.

Throughout multiple sessions, I thoroughly explored all available maps and game modes. This allowed me to identify areas that were more prone to technical issues or instability and direct focused testing toward those aspects

2. Environment

- **OS:** Windows 10

- **Platform**: PC

- **GPU/Driver Version**: RTX 3060 / 581.08

- **Test Duration**: ~4 hours

3. Testing Process Overview

- Functional

- Multiplayer

- UI/UX

- Performance

- Exploratory

4. Bugs & Issues

#	Description	Steps to reproduce	Reproducibility
1	Game crashes or freezes after completing a match, typically occuring 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

Distortion

Abnormal jump height

4. Findings

- Fix any memory or resource problems that cause the game to crash after long play sessions.
- Improve water, lighting, and environment visuals to remove graphic glitches and make the game look clearer.
- Correct character shaking, jittering, and ragdoll issues to keep animations realistic.
- Patch the vault-skip or high-jump exploit so players can't reach unintended areas or gain unfair advantages.
- Remove cases where bodies get stuck in walls or objects to prevent distracting and unrealistic visuals.

5. Conclusion

Overall, the Battlefield 6 beta provided a solid and enjoyable experience, with most problems being limited to visual glitches, small movement issues, and occasional crashes. Although the build did not suffer from major game-breaking bugs, addressing the remaining polish problems will greatly improve immersion and help reinforce the game's strong foundation before the final release.