BATTLEFIELD 6 BETA

Test #	Description	Pre-conditions	Test Steps	Expected Result	Actual Result	Status	Notes	Reproducibility
1	Post-Match Game Freeze / Crash	-Player is in a multiplayer game-mode -Player has played for an extended period (1-3hours)	1. Join any multiplayer mode 2. Play the game for 2-3 hours 3. Finish a match and wait for the post-match screen 4. Observe whether the game freeze or crash	The game show the post-match screen without freezing or crashing	After finishing a match, the game sometimes freezes or crashes	Fail	Match end crash	Sometimes (3/6)
2	Artifacting / Distortion on Water and Lighting	-Player is in a multiplayer game-mode -Player is on Iberian Offensive or Siege of Cairo map	1. Start a match in Close-Quarters mode 2. Navigate to the area containing water/reflection 3. Observe the water surfaces and the lighting	Water surfaces and dynamic lighting render correctly without visual distortions	Artifacting/distortion occurs on water surfaces and sometimes on dynamic lighting, showing shimmering, sparkling, or glitching visuals	Fail	Artifacting and distortions on water surfaces and reflections	Most of the time (7/9)
3	Player Character Animation Distortion ("Jiggly" Animations)	-Player is in a multiplayer game-mode	1. Start a match in any multiplayer mode 2. Observe player characters while aiming or perfoming actions such as running, jumping, or vaulting.	Character animations should appear smooth and natural without distortion	Player character animations occasionally appear distorted or "jiggly," especially during aiming animations	Fail	Jiggly characters animations	Most of the time (8/11)
4	Abnormal Jump Height / Vaulting Issue	-Player is in any game-mode	1. Start a match in any game-mode 2. Locate an object that can be jumped/vaulted onto 3. Jump onto object 4. Immediately perform another jump from the object 5. Observe the character jump	-Player character should jump normally according to standard jump mechanics -Vaulting or consecutive jumps should not exceed normal jump height or break animations	Player character jumps abnormally high or skips the intended vault animation when jumping immediately after landing on an object	Fail	Abnormal jump	Sometimes (5/12)