gotoxy test

Game Testing Services by Developers.

Who We Are

We are a team of advanced game development students from Argentina, with experience in design, development, and QA. Passionate about the industry, we aim to collaborate with studios by providing value from the perspective of future game developers.

What We Offer

▪Detailed and structured bug reports.

▪Functional, usability, compatibility, and other types of testing.

▪Reports with severity/priority classification.

▪Additional gameplay and design suggestions.

Benefits for You

▪External QA with a fresh perspective.

▪Early detection of critical issues.

▪Clear reports ready for your team.

▪Possibility of mutual visibility on social media.

▪Confidentiality guaranteed.

Our Methods

▪**Functionality**

    - **Aim**: verify that each game function behaves as designed.

    - **Answer**: *"Does each mechanic, feature, or system work correctly as specified?"*

▪**Usability**: Ensures that the mechanics are consistent, flexible, intuitive, and convenient. It seeks to consolidate user satisfaction and potentially consolidate a target audience.

    - **Aim**: Reduce friction in the experience, ensuring that players understand how to interact with the game.

    - **Answer**: *"Does the player understand and can use the game clearly, fluently, and without unnecessary frustration?"*

▪**Progression**:

    - **Aim**: verify that the player can progress logically and completely through the game, without any blockages or issues that halt progression.

    - **Answer**: *"Can the player complete levels, missions, or stages of the game without being blocked by technical or design errors?"*

▪**AD-HOC**: "Freestyle." No documentation required. Experienced testers in the genre progress naturally through the game, expecting to detect any bugs intuitively, filling in the gaps of structured testing.

    - **Aim**: find unexpected bugs that are not likely to be detected with a rigid test plan.

    - **Answer**: *"Is the game prepared for atypical behavior?"*

▪**Playtesting**: This focuses on evaluating the player experience, not technical stability. It serves to determine whether the game is fun, accessible, clear, and balanced. Players from the target audience (usually outside the team) are observed and analyzed based on their feedback on the experience.

    - **Aim**: improve playability, usability and engagement.

- **Answer**: "*Does the target audience like it?*"

▪**Balance**: Flow state (difficulty and skill). Neutrality of multiplayer games on maps, equal weapon power, and fair spawn points.

- **Aim**: finding a balance in experience.

- **Answer**: "*Is the experience fair both offline and online?*"

▪**Localization**: The process of verifying that the game is properly adapted to a specific language, region, and culture. It's also technical, ensuring that, for example, subtitles aren't cut off in a translation because they're too long in another language.

- **Aim**: That players from different countries have a natural experience without errors in translation, formatting, or cultural context.

- **Answer**: "*Is everyone going to understand this joke?*"

▪**Regression:**Making sure that when introducing a new change to the game (patch, feature, bug fix), it doesn't break anything that was working well before.
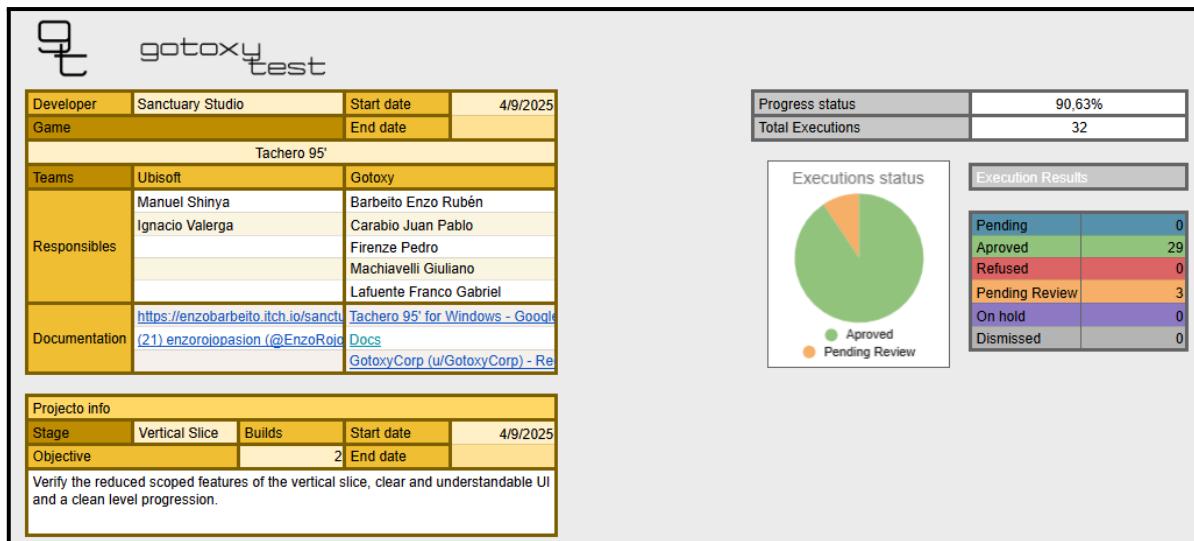
- **Aim**: He doesn't seek to find "new errors," but rather to make sure that the old isn't broken by the new.

- **Answer**: "*After this change, does everything that was already working continue to work just as well?***"

How We Work

1. We receive the build or access to the game.

2. We run testing sessions.

3. We deliver a structured report.

General view of the project and its progress

Developer	Sanctuary Studio	Start date	4/9/2025
Game		End date	
Tachero 95'			
Teams	Ubisoft	Gotoxy	
Responsibles	Manuel Shinya	Barbeito Enzo Rubén	
	Ignacio Valerga	Carabio Juan Pablo	
		Firenze Pedro	
		Machiavelli Giuliano	
		Lafuente Franco Gabriel	
Documentation	https://enzobarbeito.itch.io/sanctu (21) enzorojopasion (@EnzoRojo	Tachero 95' for Windows - Google Docs GotoxyCorp (u/GotoxyCorp) - Re	

Projecto info				
Stage	Vertical Slice	Builds	Start date	4/9/2025
Objective		2	End date	
Verify the reduced scoped features of the vertical slice, clear and understandable UI and a clean level progression.				

Progress status	90,63%
Total Executions	32

Executions status

Execution Results

Pending	0
Aproved	29
Refused	0
Pending Review	3
On hold	0
Dismissed	0

- Aproved
- Pending Review

Structured executions: Expected results, step by step, testing technique, actual results, bug reports, evidence, severity and priority, among others.

Nº	Escena	Caso	Funcionalidad	Resultado Esperado	Técnica	Precondición	Pasos	Carga	Tester	F. Ejecución	Estado	Resultado Obtenido	Datos y Observaciones	Prioridad	Sev
1.0	Menú Inicial	Botones	Controles	Se abre una lista de controles con sus teclas designadas.	Funcionalidad	N/A	Hacer "click" sobre el botón correspiente.		Pedro Firenze	1/9/2025	Aprobado	Se mostraron los controles.	N/A	N/A	N/A
1.1	Menú Inicial	Botones	Créditos	Información de créditos de autores externos.	Funcionalidad	N/A	Hacer "click" sobre el botón correspiente.		Pedro Firenze	1/9/2025	Aprobado	Se mostraron los créditos.	N/A	N/A	N/A
1.2	Menú Inicial	Botones	Salir	El Juego se cierra.	Funcionalidad	N/A	Hacer "click" sobre el botón correspiente.		Pedro Firenze	1/9/2025	Aprobado	Se cerró el juego.	N/A	N/A	N/A
1.3	Menú Inicial	Botones	Selección de Auto	Se despliega un menú con los diferentes autos a elegir.	Funcionalidad	N/A	Hacer "click" en el menú desplegable y elegir todos los autos.		Pedro Firenze	1/9/2025	Aprobado	El menú se depliega.	N/A	N/A	N/A
1.4	Menú Inicial	Botones	Selección de Caja	Se puede marcar o desmarcar la casilla de "Caja automática".	Funcionalidad	N/A	Hacer "click" sobre la casilla.		Pedro Firenze	1/9/2025	Aprobado	La casilla se marca.	N/A	N/A	N/A
1.5	Menú Inicial	Botones	Jugar	Se inicia la escena "9 de Julio".	Funcionalidad	N/A	Hacer "click" sobre el botón correspiente.		Pedro Firenze	1/9/2025	Aprobado	Se inició la escena "9 de Julio".	N/A	N/A	N/A
2.0	9 de julio	Manejo - MANUAL	Subida o bajada de cambios.	El jugador debe poder recorrer los cambios desde la sexta (6) hasta la reversa. Pasando por el punto neutro.	Funcionalidad	Haber elegido el auto en modo manual.	Presionar las teclas "Q" o "Z" para subir los cambios, y las teclas "E" o "C" para bajar cambios.		Franco Lafuente	1/9/2025	Aprobado	El jugador puede recorrer todos los cambios			
2.1	9 de julio	Manejo - MANUAL	Aceleración	El jugador debe poder acelerar tanto para adelante como para atrás. En neutro el auto no debería moverse.	Funcionalidad	Haber elegido el auto en modo manual.	Presionar la tecla "W" o flecha hacia arriba en cualquier marcha numérica y en reversa.		Franco Lafuente	1/9/2025	A consultar	El auto avanza correctamente	Revisar si está bien que se pueda mover en marchas superiores a primera cuando está quieto.		
2.2	9 de julio	Manejo - AUTOMÁTICO	Aceleración	El jugador puede avanzar sin usar cambios.	Funcionalidad	Haber elegido el auto en modo automático.	Presionar la tecla "W" o flecha hacia arriba.		Franco Lafuente	1/9/2025	Aprobado	El auto avanza correctamente			

Tachero 95' for Windows - Build V095 (31-8-2025)