# Testing

This project will require the presence of a dedicated Quality Assurance (QA) team to ensure the final product is an issue free experience for consumers. The QA team will work closely with developers from the earliest stages of the project to the release of the final product, testing builds from prototype and pre-alpha to final for the purpose of delivering feedback and issue reports which the developers can read and act on in order to fix bugs and improve the overall gameplay experience. The QA team’s duties will evolve with the project, as will the size of the QA team as the project grows and the testing of an increasing amount of content is required.

The duties of Quality Assurance staff are primarily meticulously and repeatedly performing actions in the game depending on what is required to be tested, whether it’s a new mechanic, a new level or a new graphical implementation. If an issue or bug is found by a QA tester, it must be thoroughly documented with as much detail as possible regarding the bug itself and the tester’s actions prior to and during the bug’s occurrence. The documented issue – the bug report, can then be passed on to the development team which can act on the information given and fix the issue. QA testers should possess good English and technical writing skills, so they are able to note and document issues in an accurate and practical manner which can easily be read and understood by others.

The hiring standards for a Quality Assurance tester could be summarized as the following:

* High School Diploma should be required.
* Should be familiar with video games as a medium and should have a lot of experience playing a wide variety of video games.
* Should have strong written and verbal communication skills.
* Experience within the games industry and/or prior experience software testing is a plus.
* Experience with technical writing is a plus.

There is no concrete standard for the ideal amount of Quality Assurance Testers on a development team, though 1 tester for anywhere from 2 to 4 developers is generally accepted as a good amount – though having highly experienced or dedicated testers is more valuable to the testing process than simply having many testers.