### QA Testing and Polish Deliverables: Garden of Math and Evil

After production is complete, new feature development freezes, audio/visual (A/V) assets are polished and full QA testing begins. Polish includes optimizing animations, transitions, SFX and minor configuration adjustments to levels and mechanics. QA testing is “exploratory” and “destructive”, now thoroughly testing the full range of possible user behaviors on different platform configurations and reporting anything unexpected. This is followed by iterations of bug fixing and retesting until all high priority issues are resolved and A/V assets finalized.

#### DELIVERABLE:

* Updated Games Wiki - with complete accounting of the learning/training objective, research basis, game design, scoring, progression, meta-data and supporting screen shots, enough to provide customer service a way to answer all players’ questions.
  + https://sites.google.com/a/lumoslabs.com/new-games/home/fair-chance

#### CRITERIA TO ADVANCE:

* QA confirms all tutorials, game scenarios, interactions and app integration works properly, handling all forms of input, destructive and otherwise. QA signs off on this.
* Art/SFX are final and approved. Art signs off on this.
* In-person/online user testing finds the tutorial and play intuitive, engaging and issue-free.
* Developers verify play metadata is complete and persisting. Science signs off on this.

SIGNOFF: Science, PM, Game Systems, Engineering, Art, UX, QA