

QA Chronicles

Issue 1: If it doesn't function, nothing else matters.

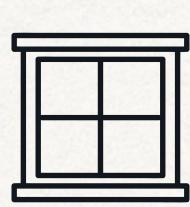


*QA Portfolio Project 1
Functional testing:*

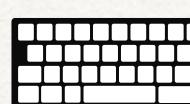
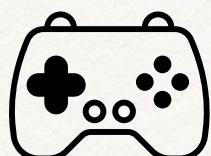
*Where “works on my
machine” goes to die...*



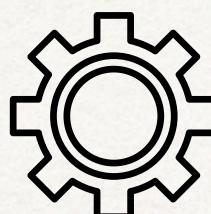
Anchors for this project



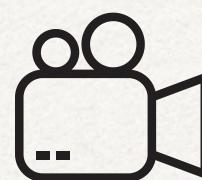
Windows 11 Build: 1.1F.42718
(PC Game Pass)



Controller +
Keyboard



Focus: Pause/UI + Settings



Evidence: OBS clips

No fake metrics. No imaginary wins. Just receipts.



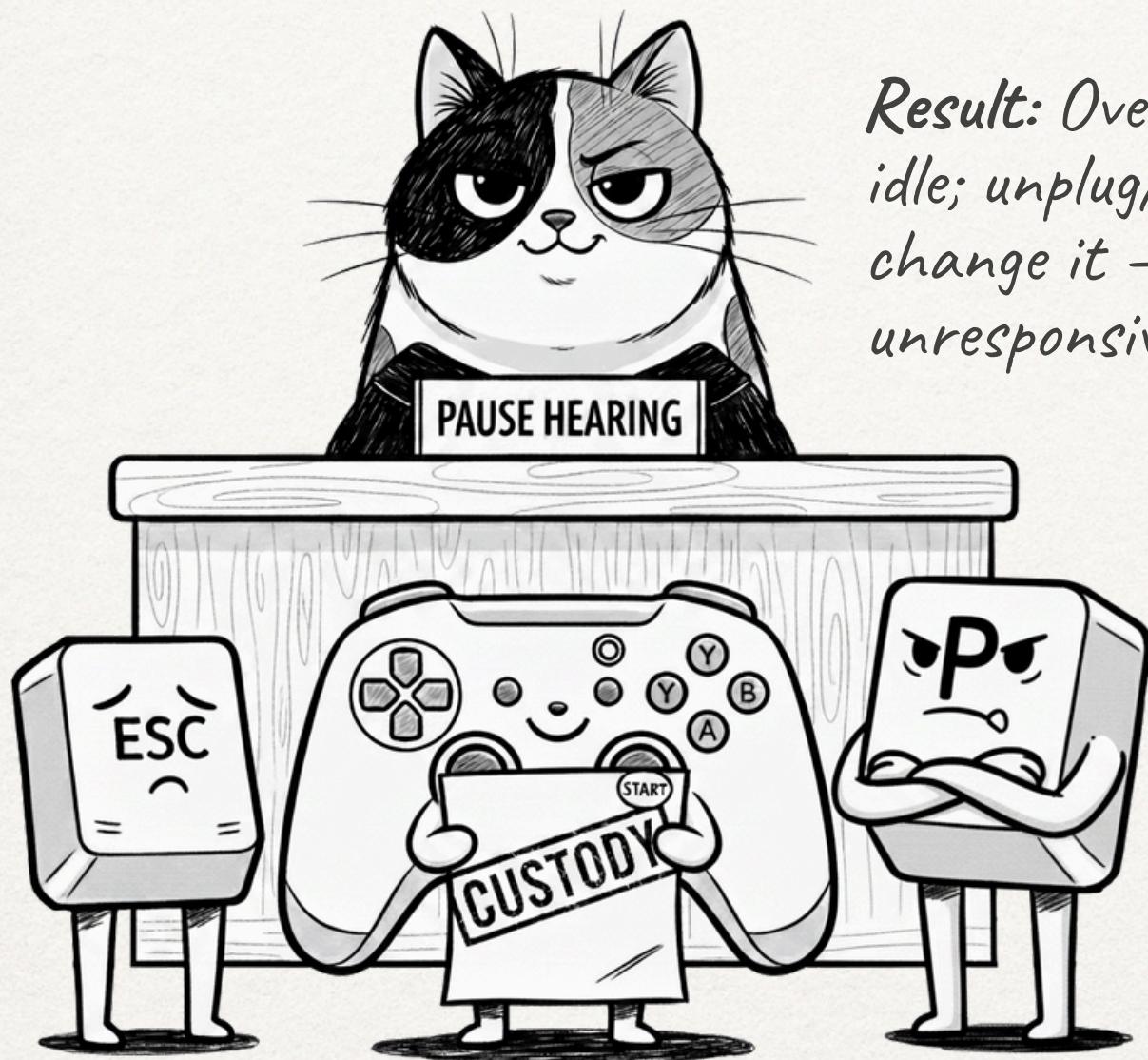
Bug 1 – Pause picks favourites

Court Ruling: Controller gets full custody of Pause...

Esc/P get visiting hours.

Repro: Start works (3/3);
Esc/P ignored with controller
connected

Result: Overlays closed, focus
idle; unplug/replug doesn't
change it – keyboard still
unresponsive

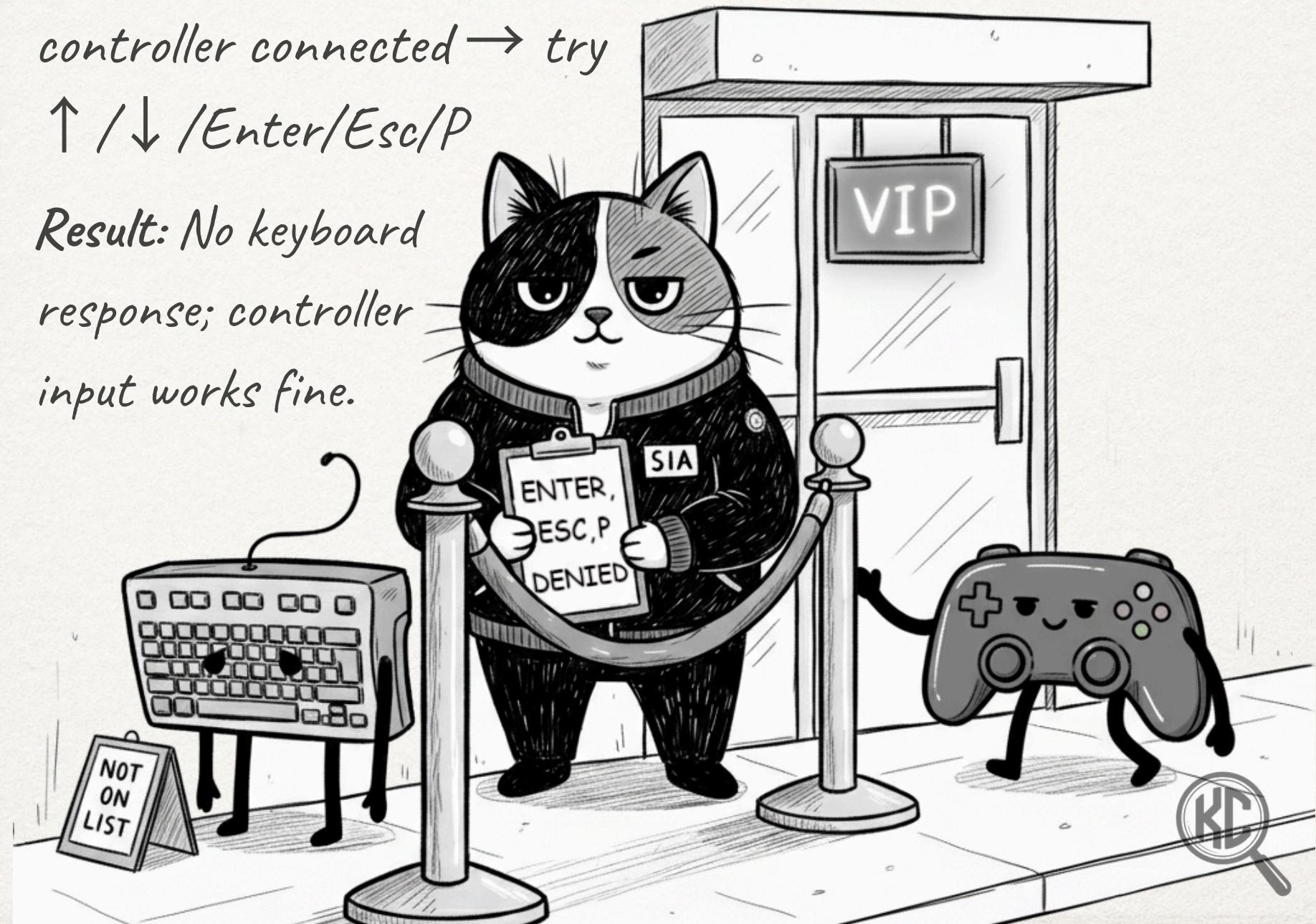


Bug 2 – Keyboard goes on strike

Controller glides past the velvet rope;
Arrow keys/Enter/Esc/P aren't on the VIP list.

Repro: Open Pause with a
controller connected → try
↑ / ↓ / Enter/Esc/P

Result: No keyboard
response; controller
input works fine.



Bug 3: "Resume" has other plans

Hit Enter on 'Resume' → the game opens Join Game.

Repro: Pad connected → open Pause → try P/↑ /↓ → press Enter on Resume → Alt-Tab out/back.

Result: P/↑ /↓ ignored; Enter opens Join Game (not resume); Esc closes; after Alt-Tab, focus favours controller (keyboard still ignored).

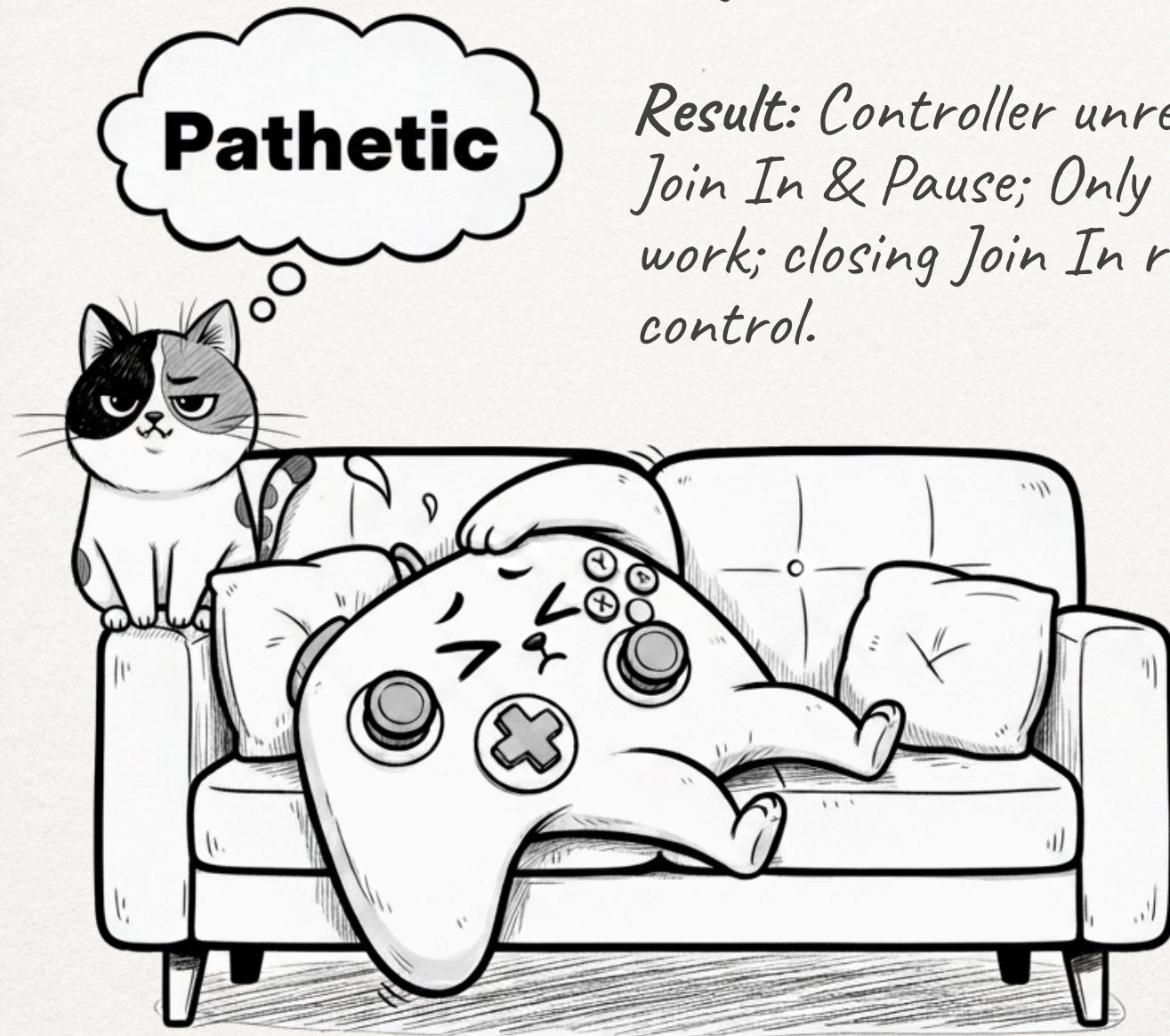


Bug 4: "Join In" steals the wheel

Open Join In; controller does a Victorian faint...

Repro: Pause → Enter on Resume
→ Join In; use controller.

Result: Controller unresponsive on
Join In & Pause; Only Enter/Esc
work; closing Join In restores
control.

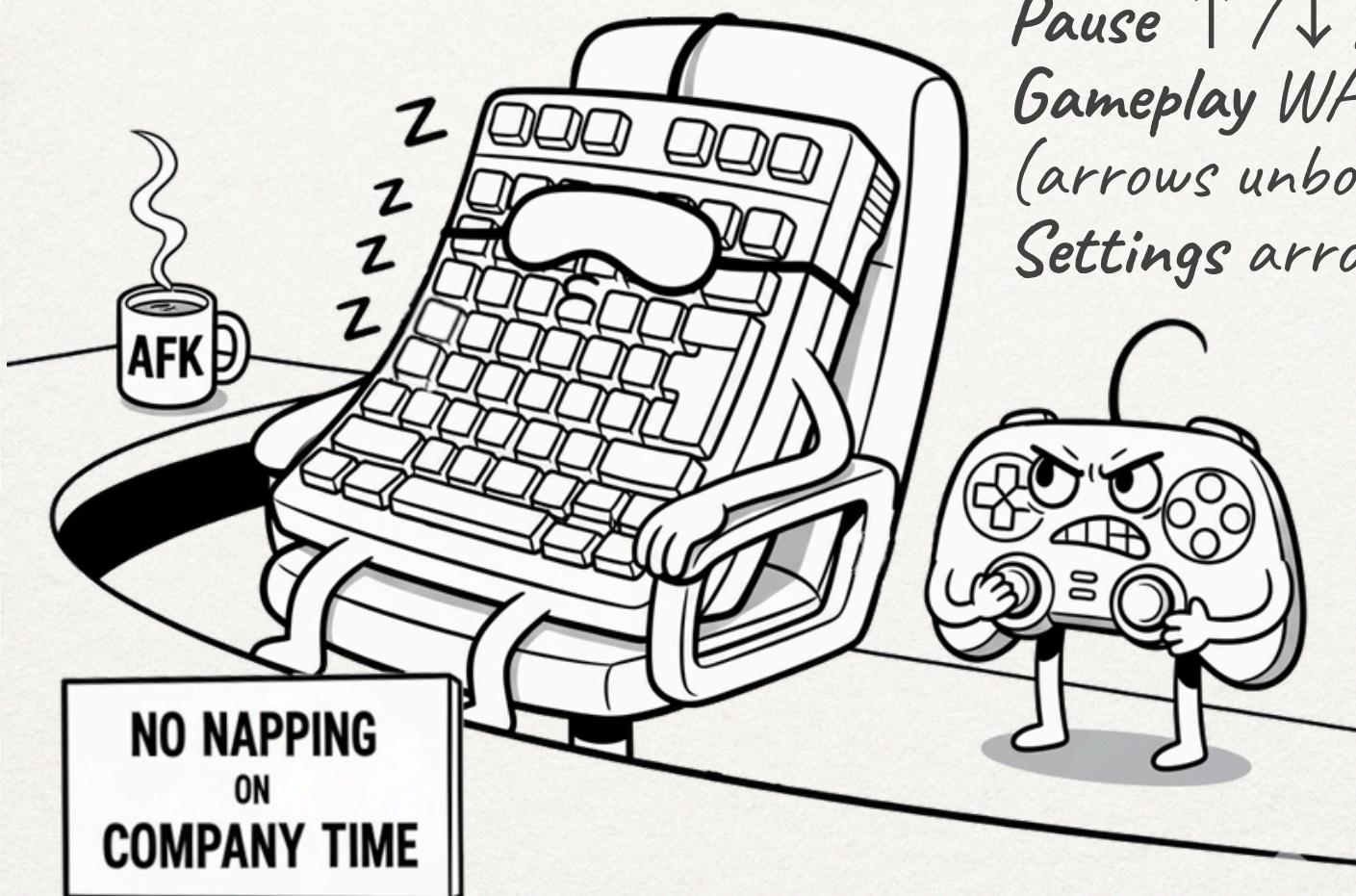


Sanity check (unplug therapy)

Unplug the controller and the keyboard stops napping on company time...

Repro: Controller connected Pause → unplug controller → test ↑ / ↓ /Enter, WASD, arrows+Q/E.

Result: Keyboard wakes up:
Pause ↑ / ↓ /Enter OK;
Gameplay WASD OK
(arrows unbound);
Settings arrows+Q/E OK.



Working theory (not a claim)

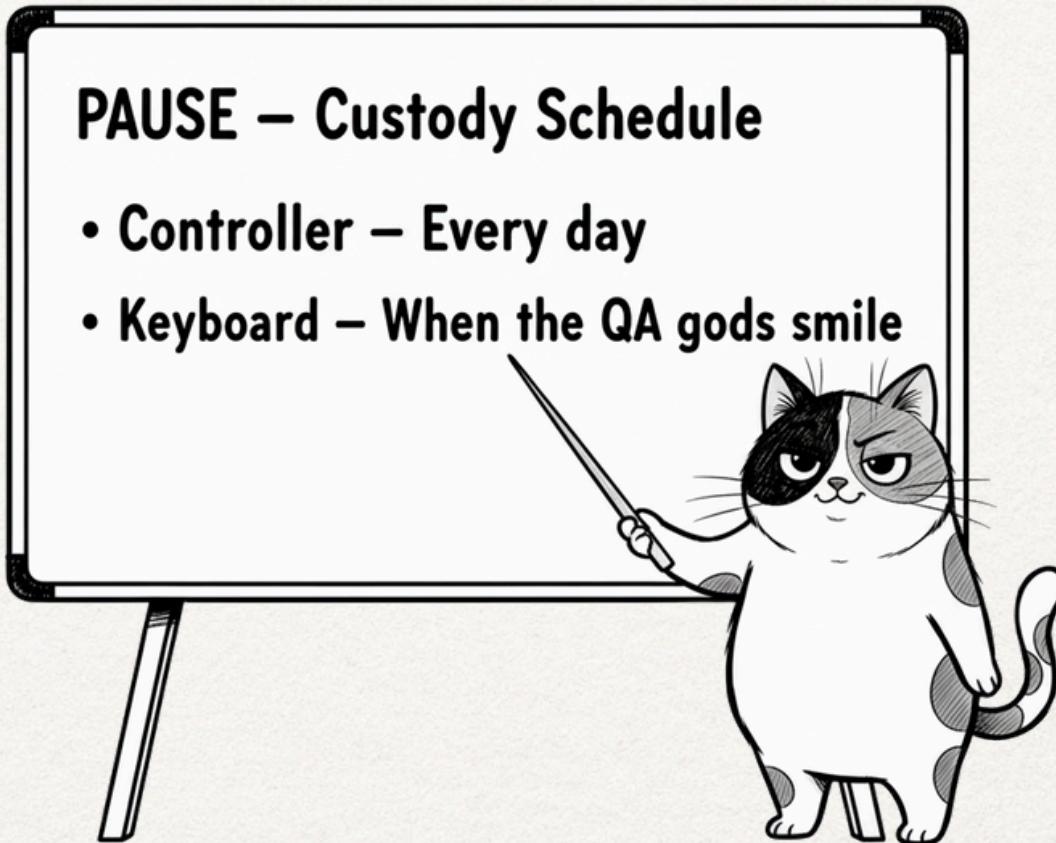
Controller connected → controller owns Pause/Join In;
keyboard paths unfocused/unbound.

Enter on Resume hits Join; Join In captures focus + drops
controller; only global Enter/Esc bubble.

Unplug pad → keyboard returns, so it's device-first
ownership, not a hard freeze.

PAUSE – Custody Schedule

- Controller – Every day
- Keyboard – When the QA gods smile



Bugs at a glance (B1-B4)

B1	Pause picks favourites: Start works; Esc/P ignored (pad connected)
B2	Keyboard goes on strike: On Pause, ↑ / ↓ /Enter/Esc/P ignored; controller works
B3	“Resume” has other plans: Enter on Resume → Join Game; Esc closes
B4	“Join In” steals the wheel: Controller dead on Join In & Pause; only Enter/Esc respond.



Functional first.

Prove the basics work, with receipts

Next Project: Exploratory.

We stop following the tour and
start opening staff doors!

