

READ ME – Battletoads QA (PC Game Pass)						
<div>Scope: 1-week functional test. Environment: Win11 • PC (Game Pass) • Build 1.1F.42718 • 1920×1080@144hz • V-Sync ON • VRR ON. Input: Xbox-layout wired controller (Dhaoose 360) x2 • Keyboard (UK) Tools: OBS Studio • Xbox Game Bar • Snipping Tool • Paint (captions) • Jira • YouTube Quick nav: Overview • Test Cases • Test Runs • Summary & Metrics • Glossary</div>						
Section/Area	Session Date	Test Objective	Scope - In	Scope - Out	Session Status	Notes
Session S01 – Overview	27/10/2025	Sanity-verify Level 1 gameplay flows: Pause, HUD, Respawn at checkpoint, arena transition pan, audio Pause/Resume.	<div>Pause-menu / input: open/close Pause via controller & keyboard; navigate highlight; Resume behavior</div> <div>HUD: elements visible and restored after Pause/Respawn</div> <div>Checkpoint/Respawn: death → respawn at last checkpoint with inputs active</div> <div>Camera: arena transition “ding” + pan; input re-enabled after pan</div> <div>Audio: mute on Pause; clean resume on unpause; no distortion</div>	Later levels; online features; Co-op join/leave (move to S02); performance baselining (move to S03).	Complete	<div>Key Risks: keyboard Pause ignored when controller active; keyboard input ignored on Pause menu</div> <div>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</div> <div>Runs Executed:<ul style="list-style-type: none">• RUN-20251027-001 – TC-001 – Fail – Keyboard Esc/P do nothing; controller Start opens/closes Pause• RUN-20251027-002 – TC-002, TC-011 – Pass – HUD restored exactly after Pause across 5 cycles, HUD decreases immediately and matches internal health.• RUN-20251027-003 – TC-003 – Pass – Respawn at last checkpoint; HUD intact; camera correct; inputs active• RUN-20251027-004 – TC-004 – Pass – Ding SFX then brief camera pan; bounds unlock; proceed to next arena• RUN-20251027-005 – TC-005 – Pass – Music resumes within ~1s after unpausing; volume/mix unchanged• RUN-20251027-006 – TC-006, TC-001 – Fail – Pause menu ignores keyboard; arrows/Enter/Esc/P do nothing</div> <div>Next Session: Recheck co-op join/leave for edge cases (pause, disconnect) - TC-007</div>
Session S02 – Overview	28/10/2025	Complete TC-006 (Pause navigation) on controller and keyboard paths; if time remains, smoke TC-007 (Co-op join/leave).	<div>Pause menu navigation; Settings→ Audio (controller & keyboard)</div> <div>Resume → Join overlay behavior; Alt-Tab focus check</div> <div>Keyboard-only after controller disconnect (ownership/hand-off)</div> <div>TC-007 smoke from Title and in-level (join/leave)</div> <div>Dependency: TC-006 blocks TC-007</div>	Later levels; online features; input remapping; accessibility options.	Complete	<div>Key Risks: co-op join/leave state; HUD/camera sync; P1 focus retention</div> <div>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</div> <div>Runs Executed:<ul style="list-style-type: none">• RUN-20251028-001 – TC-007 – Pass – P2 joins from Title; HUD/camera update; P1 focus OK; P2 leaves via own Pause → clean despawn; re-join OK; no “host remove” on P1 Pause</div> <div>Next Session: Performance baseline in combat, set up FPS/frametime capture - TC-008</div>
Session S03 – Overview	29/10/2025	Complete TC-008 – FPS Stability (First Arena): capture evidence + log. Queue TC-006 – Pause keyboard hand-off for next session.	<div>Performance: FPS stability in First Arena (combat only)</div> <div>Measure: avg FPS, 1% low, worst frametime, spikes > 40 ms</div> <div>Include light camera pan transitions; no scene loads</div> <div>Inputs/Env: controller (XInput); keyboard if needed; 1080p@144 Hz</div>	<div>TC-006 Pause keyboard hand-off (queued for next session)</div> <div>Later levels</div> <div>Online features</div> <div>Deep graphics/audio tuning</div>	Complete	<div>Key Risks: frame-time spikes under combat load; camera-pan performance (spikes >40 ms: 0)</div> <div>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</div> <div>Runs Executed:<ul style="list-style-type: none">• RUN-20251029-001 – TC-008 – Pass – Avg 140 FPS; 1% low 135; worst 7.4 ms; >40 ms spikes: 0• RUN-20251029-002 – TC-008 – Pass – Dense spawns/power moves/camera pans; avg 144 FPS; >40 ms: 0</div> <div>Next Session: Re-test TC-006: reproduce Pause keyboard lock with controller connected; verify Resume → Join overlay; capture Alt-Tab focus behavior; confirm keyboard-only navigation after controller disconnect.</div>

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Session S04 – Overview	30/10/2025	Execute TC-006 Pause Menu keyboard/controller hand-off	<div>From Pause, test input hand-off: keyboard ↔ controller</div> <div>Open Pause with controller and with keyboard</div> <div>Navigate Settings from Pause using keyboard (arrows/Enter) and controller (D-pad/A/B)</div> <div>Close Pause via Esc/P (keyboard) and B/Start (controller)</div>	Later levels; Online/Co-op	Complete	<div>Key Risks: keyboard Pause ignored with controller; Resume opens Join overlay; Alt-Tab retains controller focus</div> <div>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</div> <div>Runs Executed:<ul style="list-style-type: none">• RUN-20251030-001 – TC-006 – Fail – With controller: keyboard P/↑/↓ ignored; Enter on “Resume” opens Join overlay</div> <div>Next Session: Run TC-004 (progression cue/camera pan), TC-010 (audio resume), TC-005 (Start via controller/keyboard), TC-009 (Pause nav), and verify TC-001 baseline</div>
Session S05 – Overview	30/10/2025	Execute TC-004 (Post-Arena Transition) and TC-010 (Audio Pause duck/mute), one run each.	<div>Post-arena progression: ding cue → camera pan → bounds unlock (Level 1)</div> <div>Audio behavior on Pause/Resume: duck/mute + resume integrity</div> <div>Inputs: controller (XInput); keyboard basic as needed</div> <div>Single-player, local; default graphics; 1080p@144Hz</div>	<div>Later levels / other arenas</div> <div>Online co-op</div> <div>Graphics/video option changes or perf profiling</div> <div>Accessibility menu</div>	Complete	<div>Key Risks: camera pan smoothness; audio resume integrity</div> <div>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</div> <div>Runs Executed:<ul style="list-style-type: none">• RUN-20251031-001 – TC-004 – Pass – Ding cue plays [once/twice]; camera pan [smooth/jitter]; input after pan [accepted/delayed]• RUN-20251031-002 – TC-010 – Pass – Pause audio mutes; Resume audio restores clean; no distortion• RUN-20251031-003 – TC-005 – Pass – Start with controller success; back to Title; keyboard Start success; no Join overlay• RUN-20251031-004 – TC-009 – Pass – Controller+keyboard: Pause instant; highlight moves; Resume clean• RUN-20251031-005 – TC-001 – Pass – Verified via existing executions; keyboard ignored when controller active = expected</div> <div>Next Session: Run TC-004 (progression pan between arenas), TC-007 (Game Over → Load Checkpoint), TC-002 (short-level stability/perf cross-ref), and probe TC-008 Pause/Join-In input ownership (keyboard Enter opens Join In; check controller responsiveness); log a bug if repro.</div>

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Session S06 – Overview	01/11/2025	Execute TC-006 Settings → Audio navigation, TC-007 Game Over flow, TC-002 performance sanity, and TC-008 Pause focus hand-off (one run each).	<p>Settings → Audio: open via Pause, navigate with controller + keyboard, change a value, back out, reopen (persistence check).</p> <p>Game Over flow: single-prompt Load Checkpoint; confirm only mapped input works; measure ~time to load.</p> <p>Performance sanity (short burst): Level 1 combat snippet; watch for visible stutter; no deep profiling.</p> <p>Pause focus hand-off: keyboard vs controller ownership on Pause; resume behavior; join-in not covered unless needed.</p> <p>Inputs/Env: XInput controller + keyboard; single-player local; default graphics; 1080p@144Hz.</p>	<p>Long-run performance / stress suites</p> <p>Multi-level progression</p> <p>Online co-op</p> <p>Deep graphics / audio mix tuning or balance</p> <p>Saves / achievements / metadata</p>	Complete	<p>Key Risks: input ownership on Pause/Join-In; controller unresponsive on Join In screen</p> <p>Evidence Root: ADD-YOUR-PLAYLIST-URL Jira: ADD-YOUR-JIRA-PROJECT-URL</p> <p>Runs Executed:</p> <ul style="list-style-type: none">• RUN-20251101-001 – TC-004 – Pass – Exit ungates; camera pan right; seamless walk-in; HUD/controls intact• RUN-20251101-002 – TC-007 – Pass – Game Over: single prompt “X Load Checkpoint”; loads last checkpoint in ~3s (3/3)• RUN-20251101-003 – TC-002 – Pass – Short level; no freezes/input lag; perf steady; behavior matches prior TC-008 runs• RUN-20251101-004 – TC-008 – Fail – Keyboard Enter opens Join In; controller input dead on Join In and Pause; Esc/Enter restore
Session S07 – Overview	06/11/2025	Observation session. Capture first-minute flow and pause-to-control for Battletoads; compare against one same-dev title (Illusion Island, video reference) and one genre peer (TMNT); note next tests.	<p>Inputs/Env: XInput controller + keyboard (solo); default graphics; 1080p@144Hz.</p> <p>Games covered: Battletoads; TMNT: Shredder’s Revenge; Disney Illusion Island (video reference).</p> <p>Flows: Title→New Game/Continue → First control (Battletoads); Title→ Start → First control (TMNT); Title→Play → First control (Illusion Island).</p> <p>Behaviour: Pause→Back to gameplay (immediate control / unintended actions).</p> <p>UI: HUD readability during combat (health/special/combo/score visibility).</p> <p>Evidence: timestamp notes; 1–2 short clips/screens per game.</p> <p>Save states: fresh boot and existing save (Battletoads).</p>	<p>No online/mp co-op or Remote Play.</p> <p>No controller remap tests; no keyboard-only pass.</p> <p>No performance/stress (fps/load).</p> <p>No full accessibility sweep beyond shake-off.</p> <p>No difficulty/balance review.</p> <p>No achievements/progression checks.</p> <p>No bug ticket creation in this session (notes only).</p> <p>Illusion Island: video-only (no hands-on).</p>	Complete	<p>Battletoads – Title→New Game: 4 presses to first control (0:07→1:12). Title→Continue: 4 presses; intro skipped (0:01→0:20). Pause→Back: immediate control, no unintended actions (0:04→0:13). HUD: info spread to corners; hard to track health/rank/combo during fights (not improved on 27” fullscreen; no UI scale).</p> <p>TMNT: Shredder’s Revenge – Title→Start: 6 presses to first control (0:01→3:55). Pause→Back: immediate control, no unintended actions (0:06→0:16). HUD: small, unlabelled blue/green bars; score pop-ups can obstruct.</p> <p>Illusion Island (video reference) – Title→Play: 13 presses to first control (0:09→3:11). Onboarding: first jump prompt appears exactly at control (3:11). Pause→Back: not observed in source video.</p> <p>Takeaway – Same-Genre: Battletoads is faster to first control (4 vs 6); both resume cleanly; HUD readability risks differ.</p> <p>Takeaway – Same-Dev: Illusion Island has higher start friction (13 presses) but shows just-in-time onboarding at control; Pause→Back TBD (video did not show).</p>

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Test Case ID	Test Case Title	Feature/Area	Test Description	Pre-Conditions	Test Steps	Expected Result	Notes / Attachments
TC-001	Pause: Open/Close via controller & keyboard	UI – Pause	Verify pause menu opens/ and navigation works with both inputs.	From Level 1 loaded in active gameplay controller + keyboard connected	1. Press Start (controller) → observe Pause opens. 2. Navigate Up/Down in menu. 3. Press Start again → Pause closes; gameplay resumes. 4. Press Esc (keyboard) to open Pause. 5. Use Arrow keys/Enter to navigate. 6. Press Esc to close.	Pause opens/closes instantly; input works in menu; gameplay state resumes correctly.	-
TC-002	HUD: state integrity after resuming from Pause L1-A1 (First Arena)	HUD & Respawn	Ensure HUD returns intact and unchanged after resuming from the Pause screen.	From Level 1 loaded in active gameplay controller + keyboard connected	1. In Level 1, ensure HUD is visible (health/portraits/meters). 2. Press Start to open the Pause screen. 3. Press B/Start to resume. 4. Compare HUD before vs after resume (positions, counts, meters, prompts). 5. Repeat 5 times.	HUD restores exactly as before (no missing elements, no position shift, no flicker, no stale tutorial prompts)	-
TC-003	Checkpoint Respawn at L1-A1 (First Arena)	Gameplay – Checkpoints	After a checkpoint is set, death respawns the player at the correct checkpoint with the intended state.	Reach first checkpoint in Level 1.	1. Lose all health to trigger death. 2. Observe respawn location and state.	Respawn at first checkpoint; correct health/abilities; no softlock or off-screen spawn.	-
TC-004	Post-Arena Transition to Next Segment (L1-A1)	Gameplay – Progression	Next segment becomes available after the first arena ends (no explicit cue in game).	Enter first arena in Level 1.	1. Defeat enemies until spawns stop. 2. Start a timer when the last enemy is defeated. 3. Try to move forward/back; check whether bounds/camera lock releases. 4. Proceed into the next segment and confirm continuous control.	Exit unlocks with an audible "ding". Camera pans toward the player's current position and recentres with the character centred on screen. Transition to next segment is seamless walk-in (no fade/load). On entry, next arena activates (combat music resumes on first enemy spawn), HUD/controls intact, state preserved, checkpoint updates.	-
TC-005	Audio resumes after unpause	Audio	Background music should resume after unpause.	From Level 1 with music playing; volume not muted.	1. Press Start/Esc to Pause during combat. 2. Unpause.	Music resumes at previous volume within 1s; no permanent ducking/mute.	-
TC-006	Settings → Audio submenu navigable	UI – Settings	Player can open Settings and access the Audio submenu with both inputs.	From Pause menu or title menu where Settings is available.	1. Open Settings. 2. Using controller, navigate to Audio and open. 3. Back out. 4. Repeat using keyboard (Arrow keys/Enter).	Audio submenu opens via both inputs; no dead selections; Back returns to previous menu.	-
TC-007	Co-op join/leave (if available)	Input – Co-op	Player 2 can join and leave from title/start/level as supported.	Start from Title → Level 1-A1. No keyboard input during test.	1. On Title, press A/Start on P2. 2. Confirm P1 still controls menus. 3. Load L1-A1 with P1 only; press A/Start on P2. 4. Confirm P2 spawns and has movement/attack. 5. Pause as P2; use Leave option for P2. 6. Confirm P2 despawns; HUD returns to single player. 7. With both active, unplug P2 USB; wait 3–5s. 8. Confirm clear message; no soft-lock; P1 retains control. 9. Reconnect P2; press A/Start; confirm clean re-join.	Join works wherever allowed; P1 never loses focus to P2. P2 spawn/despawn is clean; HUD/camera update immediately. Controller disconnect handled gracefully (message shown, no soft-lock). No duplicate P2, wrong glyphs, or stuck prompts.	-
TC-008	FPS stability in first arena	Performance	Frame rate remains stable during the first combat arena.	Load to first combat arena (L1-A1) and idle ~20 s before measuring.	1. Enter first combat arena; fight continuously for ~60s with effects on screen. 2. Record metrics: Average FPS, 1% low FPS (or minimum), and any frame-time spikes (>40ms). 3. Repeat 2 additional runs if possible; note worst case.	Stable frame rate at the configured target (no sustained dips >10% below target for >2s). No repeated hitching or stutter; frame-time spikes >40ms are rare (<3 events per 60s) and not back-to-back. Gameplay remains responsive during large effect bursts.	-

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TC-009	Input hand-off (Disconnect/Reconnect)	Input – Control	Verify keyboard control controller disconnect; confirm guidance/toast; confirm controller regains control on reconnect; check Pause navigation after reconnect.	From active gameplay; controller connected; keyboard available; Overlay: None.	1. Begin recording during gameplay; idle ~5s. 2. Show baseline control with controller (move/jump). 3. Disconnect controller (power off/unplug); observe any guidance/toast. 4. While disconnected, use keyboard to move/jump; open Pause; navigate one item; Resume. 5. Reconnect controller; observe guidance/toast. 6. With controller reconnected, move/jump; open Pause; navigate one item; Resume.	During disconnect, keyboard controls the game and can navigate Pause; guidance/toast appears on disconnect/reconnect (nice-to-have). After reconnect, controller regains control and can navigate Pause; keyboard may be ignored by design.	Design note: When a controller is active, keyboard input may be ignored. Evaluate keyboard only while controller is disconnected.
TC-010	Audio – Pause Mute & Clean Restore on Resume	Audio	Validate that pausing the game mutes gameplay audio and that resuming restores audio without artifacts or mix changes.	Level 1 in active gameplay; music + SFX audible; KB + controller connected.	1. From gameplay, open Pause (Esc/P or Start). 2. Listen: confirm music/SFX are muted while on Pause. 3. Resume (Enter/A). 4. Listen for artifacts on restore (pop/click/hiss) and for any mix change. 5. Repeat 3 cycles (keyboard + controller).	While on Pause, music/SFX are fully muted; on Resume, audio returns immediately and cleanly (no pops/clicks/dropouts) with the same relative mix/volume as before Pause.	
TC-011	HUD: Health updates after damage L1-A1 (First Arena)	HUD	Health bar/value should reflect damage taken.	From Level 1 combat; player has >1 health unit.	1. Take damage from an enemy. 2. Observe HUD health bar and any numeric indicator.	HUD decreases immediately and matches internal health.	HUD overlay check not applicable due to scene-swap Pause. See TC-002 for resume-state integrity.

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RUN-20251027-001	TC-001	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	Level 1. With a controller connected, the controller Start button opens and closes Pause reliably (3/3). Pressing Esc on the keyboard has no effect on Pause while the controller is active. Tested with overlays closed, window focus idle, and after unplugging/replugging the controller during Pause → keyboard still has no effect on Pause. Controls screen shows Esc bound to Pause, so this looks like a controller-only Pause implementation on this build.	Video	-	FAIL	HIGH	HIGH	Pause: keyboard (Esc/P) does not open Pause - controller Start works	KAN-4
RUN-20251027-002	TC-002	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	PASS — HUD restored exactly after Pause (5/5).	Video	-	PASS	-	-	-	KAN-26
RUN-20251027-003	TC-003	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	Respawned at the most recent checkpoint with correct HP/abilities, HUD intact, camera framed correctly, and inputs active immediately on two consecutive deaths (2/2).	Video	-	PASS	-	-	-	KAN-27
RUN-20251027-004	TC-004	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	Final enemy hits the boundary → ding SFX (intentional clear cue) → ~0.5–1.0s later the camera pans slightly left to reveal the route → movement bounds unlock and the player proceeds to the next arena. Progression Pass.	Video	-	PASS	-	-	-	KAN-28
RUN-20251027-005	TC-005	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	Music resumes within ~1 second of unpausing, maintaining original volume and mix with no fade or mute delay.	Video	-	PASS	-	-	-	KAN-29
RUN-20251027-006	TC-006	2025-10-27	Clipchamp - Captions	First combat arena (L1-A1)	Keyboard input is ignored on the Pause menu: 1/1 don't move focus, Enter doesn't select, and Esc doesn't close Pause. The controller continues to work normally.	Video	-	FAIL	HIGH	HIGH	Keyboard Input Ignored on Pause Menu After Using Controller	KAN-6
RUN-20251028-001	TC-007	2025-10-28	Xbox Game Bar Performance (FPS only)	First combat arena (L1-A1)	Co-op join/leave (local): P2 joins from Title; HUD/camera update; P1 retains focus. P2 leaves via own Pause (by design) → clean despawn. Disconnect handled; re-join OK. No "host remove" on P1 Pause in this build.	Video	Leave Solo	PASS	-	-	-	KAN-9
RUN-20251029-001	TC-008	2025-10-29	Xbox Game Bar Performance (FPS only)	First combat arena (L1-A1)	FPS-only overlay; frametime = 1000/FPS. Avg 140 FPS, 1% low 135; max frametime 7.4 ms; worst spike 7.4 ms; spikes >40 ms: 0. No dips ≤25 FPS or sustained ≤54 FPS; continuous combat.	Video	Start Run End Run	PASS	-	-	-	KAN-10
RUN-20251029-002	TC-008	2025-10-29	Xbox Game Bar Performance (FPS only)	First combat arena (L1-A1)	Stress pass (43s): dense spawns, power moves, camera pans. Metrics (combat only): Avg 144 FPS, 1% low 141; max frametime 7.09 ms; worst spike 7.09 ms; spikes >40 ms: 0.	Video	Start Run End Run	PASS	-	-	-	KAN-11

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RUN-20251030-001	TC-006	2025-10-30	None (verbal callouts)	Pause Menu – First combat arena (L1-A1)	<p>With controller connected: keyboard 1/I are ignored on the Pause menu and pressing Enter on "Resume" opens the Join Game overlay instead of resuming. Esc closes Pause. Alt-Tabbing out and back keeps focus on the controller, so keyboard input is still ignored on Pause.</p> <p>After disconnecting the controller: Pause menu responds to keyboard 1/I + Enter, gameplay works with WASD (arrow keys are unbound), and Settings can be navigated with arrows + Q/E.</p> <p>Controls screen shows Esc bound to Pause. P was only tested as a common pause key during exploratory checks and is not bound in-game.</p>	Video	Start Run End Run	FAIL	HIGH	HIGH	Pause Menu keyboard/controller hand-off - Run 1	KAN-12
RUN-20251031-001	TC-004	2025-10-31	Xbox Game Bar (FPS)	Post-Arena transition (L1-A1)	Ding cue plays [once/twice]; camera pan [smooth/jitter]; input after pan [accepted/delayed]; evidence: video + stills.	Video	Start Run End Run	PASS	-	-	-	KAN-15
RUN-20251031-002	TC-010	2025-10-31	Xbox Game Bar (FPS)	First combat arena (L1-A1)	Pause audio mutes; Resume audio restore clean; no distortion. Evidence: video + stills.	Video	Start Run End Run	PASS	-	-	-	KAN-17
RUN-20251031-003	TC-005	2025-10-31	None	Title screen	Start with controller: success; back to Title; Start with keyboard: success; no unintended Join overlay. Evidence: video + stills.	Video	Start Run End Run	PASS	-	-	-	KAN-18
RUN-20251031-004	TC-009	2025-10-31	None	First combat arena (L1-A1) + Pause	Controller: Pause instant; highlight moves; Resume clean. Keyboard (controller inactive): Pause instant; highlight moves; Resume clean. Covered by TC-009 (keyboard+controller Pause) and TC-005 (clean resume). Evidence: video + stills.	Video	Start Run End Run	PASS	-	-	-	KAN-19
RUN-20251031-005	TC-001	2025-10-31	N/A	N/A	Verified via existing executions (no new capture). TC-009: Pause open/navigate/Resume works on keyboard during disconnect and on controller after reconnect. TC-005: Resume returns clean (no overlays). Keyboard ignored when controller is active = expected.	Video (TC-009) Video (TC-005)	N/A	PASS	-	-	-	KAN-20
RUN-20251101-001	TC-004	2025-11-01	None	Main Menu → Settings → Audio	Arena cleared (no spawns); music resolves to calm. Exit ungates; camera pans right to reveal path. Seamless walk-in (no fade/load) into next arena. On entry, HUD/controls intact; camera correct; combat music resumes on first enemy. Health/currency preserved; checkpoint updates.	Video	Start Run Mid Pan End Recentred Player End Next Arena End	PASS	-	-	-	KAN-21
RUN-20251101-002	TC-007	2025-11-01	None	Game Over dialog	Game Over screen shows a single prompt: "X Load Checkpoint". There is no menu and no focus movement. Pressing controller X loads the last checkpoint and returns to gameplay in ~3 seconds, consistent 3/3 attempts. A, B, Start, and keyboard X have no effect while this screen is shown.	Video	Game Over Prompt	PASS	-	-	-	KAN-22
RUN-20251101-003	TC-002	2025-11-01	Xbox Game Bar (FPS)	Combat burst	Short level (~30s, 3-enemy fight). No freezes or input lag observed. FPS looked steady and recovered immediately after combat. Covered by prior performance evidence in TC-008 (RUN-20251029-001, RUN-20251029-002): avg ~high FPS, 1% low close to avg, 0 spikes >40ms on both normal and stress runs. Behavior consistent with those results.	Video	-	PASS	-	-	-	-

READ ME – Battletoads QA (PC Game Pass)												
Scope: 1-week functional test. Environment: Win11 • PC (Game Pass) • Build 1.1F.42718 • 1920×1080@144hz • V-Sync ON • VRR ON. Input: Xbox-layout wired controller (Dhaose 360) x2 • Keyboard (UK) Tools: OBS Studio • Xbox Game Bar • Snipping Tool • Paint (captions) • Jira • YouTube Quick nav: Overview • Test Cases • Test Runs • Summary & Metrics • Glossary												
Test Run ID	Linked Test Case ID	Date	Overlay Tool	Arena/Location	Result	Evidence Video	Evidence Stills	Result	Severity	Priority	Jira Bug ID	Jira Test Execution ID
RUN-20251101-004	TC-008	2025-11-01	None	Pause focus hand-off	On Pause, with a controller attached: pressing Enter on the keyboard opens the Join In screen and the controller stops responding on both the Join In screen and the underlying Pause menu. Only keyboard Enter or Esc respond; controller A/B/D-pad do nothing. After closing Join In with Esc/Enter, controller input works again as normal. Controls screen shows Enter bound to Join Game, so this looks like an input routing issue when triggering Join from Pause.	Video	-	FAIL	HIGH	HIGH	Pause/Join In: Keyboard Enter Opens Join In & Disables Controller Input (Only Enter/Esc Work)	KAN-23

Total Test Cases	Executed	Passed	Failed	Blocked	Pass Rate (%)	Bugs Logged	Critical	High	Medium	Low	Key Risks	Observations
11	18	14	4	0	78.00%	4	0	4	0	0	<p>Input ownership / focus – Keyboard-triggered Join In overlay can leave the controller unresponsive on Join In and Pause. Evidence: RUN-20251101-004 (TC-008 – Fail).</p> <p>Pause keyboard parity – With a controller connected, Pause menu ignores keyboard (↑/↓/Enter/Esc/P). Evidence: RUN-20251027-006 (TC-006 – Fail), RUN-20251030-001 (TC-006 – Fail).</p> <p>Resume misroutes to Join – Hitting Enter on Resume opens the Join overlay instead of returning to gameplay. Evidence: RUN-20251030-001 (TC-006 – Fail).</p>	<p>HUD restores after Pause 5/5 cycles – stable across inputs – RUN-20251027-002</p> <p>Pause ignores keyboard when controller present – repro 3/3 – RUN-20251027-006</p> <p>Resume via Enter opens Join overlay – misroute – RUN-20251030-001</p> <p>Perf baseline stable: avg 140–144 FPS; >40 ms spikes: 0 – RUN-20251029-001/002</p> <p>Audio pause/resume clean; no pop/distortion – 3/3 – RUN-20251031-002</p> <p>Camera pan smooth; control re-enables post-pan – PASS – RUN-20251031-001</p> <p>Controller dead on Join In after keyboard Enter; Esc/Enter restore – RUN-20251101-004</p> <p>Pause open/close responsive; highlight moves as expected – RUN-20251031-004</p> <p>Start opens/closes Pause (controller); Esc/P works post-S05 retest – RUN-20251031-005</p> <p>Checkpoint respawn correct; HUD/camera/inputs intact – RUN-20251027-003</p>
							Bug Title	Severity	Repro	Links		
STAR SUMMARY – Battletoads QA (PC Game Pass)							Pause: keyboard (Esc/P) doesn't open Pause – Controller Start works	High	5/5	Ticket Video		
Situation: One-week functional test of Battletoads on Win11, Game Pass build 1.1F.42718, 1920×1080@144Hz, Xbox-layout controllers + keyboard.												
Task: Validate core gameplay logic, UI flow, input handling (keyboard/controller focus), audio cues, and basic performance.							Keyboard input ignored on Pause menu after using controller	High	5/5	Ticket Video		
Action: Built a test plan, executed the suite daily, captured repro video with Xbox Game Bar/OBS, and logged defects in Jira with clear titles, steps, and evidence.							Pause menu keyboard/controller handoff issue (Run 1)	High	3/3	Ticket Video		
Result: Surface-level stability is good, but testing revealed several high-impact defects blocking keyboard-only play and local co-op start; findings are prioritized and linked with clips for rapid triage.							Pause/Join In: Enter opens Join In & disables controller input (only Enter/Esc work)	High	3/3	Ticket Video		

READ ME - Observations					
Environment: Windows 11 · 1080p@144Hz · Input: Xbox-layout wired controller (Dhaose 360) · Tools: Xbox Game Bar, Snipping Tool, YouTube Battletoads — PC (Game Pass) · v1.1F.42718 · Hands-on TMNT: Shredder's Revenge — PC (Game Pass) · v1.2407.17.0 · Hands-on Disney Illusion Island — Nintendo Switch (video reference) · Build unknown · Source date 2023-07-27					
Objective	Capture feel of Battletoads; compare to another Dlara title and genre peer; note next tests				
Lenses	First-minute; Co-op join/leave; Pause→Back; HUD; Retry; Onboarding				
Same-Dev Game	Disney Illusion Island				
Same-Genre Game	TMNT: Shredder's Revenge (Tribute Games)				
Evidence	Timestamps + up to 2 screenshots				
Status	Complete				
Summary — Same-Dev	Similarity: Both resume cleanly after Pause (immediate control; no unintended actions). Difference: Start friction — TMNT needs 6 presses vs Battletoads 4; TMNT HUD uses small, unlabelled bars; Battletoads spreads info to corners. Takeaway: Battletoads is faster to first control; both have readability risks in different ways.				
Summary — Same-Genre	Similarity: (Pause→Back not observed in the Illusion Island source video — no confirmed similarity.) Difference: Start friction — Illusion Island needs 13 presses from Title to Play (0:09→3:11) vs Battletoads 4; Illusion Island shows a just-in-time jump prompt at control (3:11). Takeaway: Illusion Island emphasises guided onboarding but has higher start friction than Battletoads. Next test: verify Battletoads onboarding prompt timing and confirm Pause→Back behaviour on both titles.				
Game	Timestamp (mm:ss)	Area/Feature	What happened	Why it matters	Evidence
Battletoads	0:07→1:12 (1:05)	Title → New Game	4 presses to first control	Smooth first minute; low friction	Video
	0:01→0:20 (19s)	Title → Continue	4 presses to first control; intro dialogue skipped	Faster return-to-play; risk of missing story/context on continue	Video
	0:04→0:13 (9s)	Pause → Back	Immediate control; no unintended actions on resume	Prevents stray menu inputs	Video
	-	HUD readability	Info spread across corners; I couldn't track health + rank + combo at once during fights (tester is dyslexic)	Harder to read critical info → missed cues/slower reactions; accessibility risk (not improved on 27" fullscreen, shake off, no UI scale)	Screenshot
Illusion Island	0:09→3:11 (3:02)	Title → Play	13 presses to reach first control from Title.	Higher start friction than Battletoads (4) and TMNT (6); slows onboarding and re-entry.	Video
	00:??	Pause → Back	Not observed in source video (no pause/unpause event)	Data gap — resume behaviour unknown; needs hands-on or a clip showing unpause.	-
	03:11	Onboarding	Early prompts appear at the moment of need	Clear guidance for new players	Screenshot
TMNT: Shredder's Revenge	0:01→3:55 (3:54)	Title → Start	6 presses to first control	Higher start friction than Battletoads	Video
	0:06→0:16 (10s)	Pause → Back	Immediate control; no unintended actions	Consistent resume behaviour	Video
	-	HUD readability	HUD shows tiny blue/green bars with no labels; score popups obstruct them	Hard to parse health/special during combat → missed cues; readability risk	Screenshot

Term	Plain-English Definition	Example
Acceptance Criteria	The conditions that must be true to pass.	"P2 can join within 3s; UI reflects join state."
Accessibility	Options that help more players play.	"Subtitle size too small at 1080p."
Actual Result	What actually happened when you tested.	"Nothing happens; P2 not added."
Attachment	Evidence added to a bug.	"MP4 repro clip + annotated screenshot."
Audio Cue	Specific sound that signals an action/state.	"Hit SFX missing for heavy combo finisher."
Blocker	Prevents further testing or play.	"Hard crash on loading Level 3."
Build/Version	The specific game build tested.	"GP-2025.02.03-hotfix."
Collision/Hitbox	Invisible shapes that detect contact.	"Rash punch whiffs; enemy hitbox misaligned."
Desync (Co-Op)	Players' game states diverge.	"P2 sees different enemy positions."
Environment	Hardware/OS/build you used.	"PC, Win11, Game Pass build 1.0.6, Xbox Controller."
Expected Result	What should happen if the feature works.	"P2 joins lobby and avatar appears."
Exploratory Test	Unscripted testing guided by heuristics.	"Freestyle around morph combos for edge cases."
Gameplay Logic	Rules that drive in-game behavior.	"Toad should exit stun after 2s, not 5s."
Hard Crash	Game closes or OS error occurs.	"UE crash when loading cutscene."
Input Latency	Delay between button press and action.	"0.5s delay after morph attack chain."
Localization	Language text/voice content.	"German string truncates on Settings page."
Negative Test	Intentionally invalid input to test handling.	"Spam Start while loading co-op lobby."
Out of Scope	What you're intentionally not testing.	"Online co-op, localization."
Performance	Frame rate, stutter, hitches.	"FPS drops to ~20 in Level 2 arena."
Priority	How quickly devs should fix it.	"P1: Needed for launch checklist."

Term	Plain-English Definition	Example
Regression	A bug that reappears after being fixed.	"Level 1 audio drop returned in 1.0.6."
Repro Rate	How often the bug occurs (% or x/10).	"7/10 runs (70%)."
Repro Steps	Minimal steps to trigger the problem.	"Launch → Select Co-Op → Press A on P2 at splash."
Root Cause	Underlying reason a bug happens.	"Input focus locked to Player 1 device."
Save/Checkpoint	System that stores progress.	"Checkpoint doesn't persist after quit."
Scope	What your testing covers.	"Level 1 gameplay logic, local co-op, UI flow."
Severity	Impact on the player or system.	"High: Blocks co-op start."
Smoke Test	Quick sanity pass to see if build is basically OK.	"Launch, start level, finish a fight."
Soft Lock	Game continues running but player can't progress.	"Stuck in pause menu; inputs ignored."
Test Case	A small, focused check you run to verify one behavior.	"TC-UI-001: Start → Couch Co-Op → Join as P2."
Test Coverage	How much of the game/feature you tested.	"80% of UI screens exercised."
Test Step	A single action inside a test case.	"Press A on Controller 2."
Triage	Meeting/process to sort bugs by sev/priority.	"Moved 'P2 Input Not Detected' to P1."
UI Flow	The path through menus and screens.	"Start → Play → Couch Co-Op → Character Select."
Workaround	Temporary way to proceed.	"Plug P2 controller after lobby loads."