
Internship With CubeStudio

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Description

01

Cube Studio is an Indonesia-based digital interactive studio that specializes in creating immersive experiences that connect the physical and digital worlds.

Virtual

02

Hosting showcases accessible anytime, anywhere.

Creating immersive digital environments that simulate experiences impossible in real life.

VR/ AR

03

Creating immersive digital environments that simulate experiences impossible in real life.

Blending digital content seamlessly with the real world.

Web-Based Games

04

Developing interactive games accessible through web platforms.

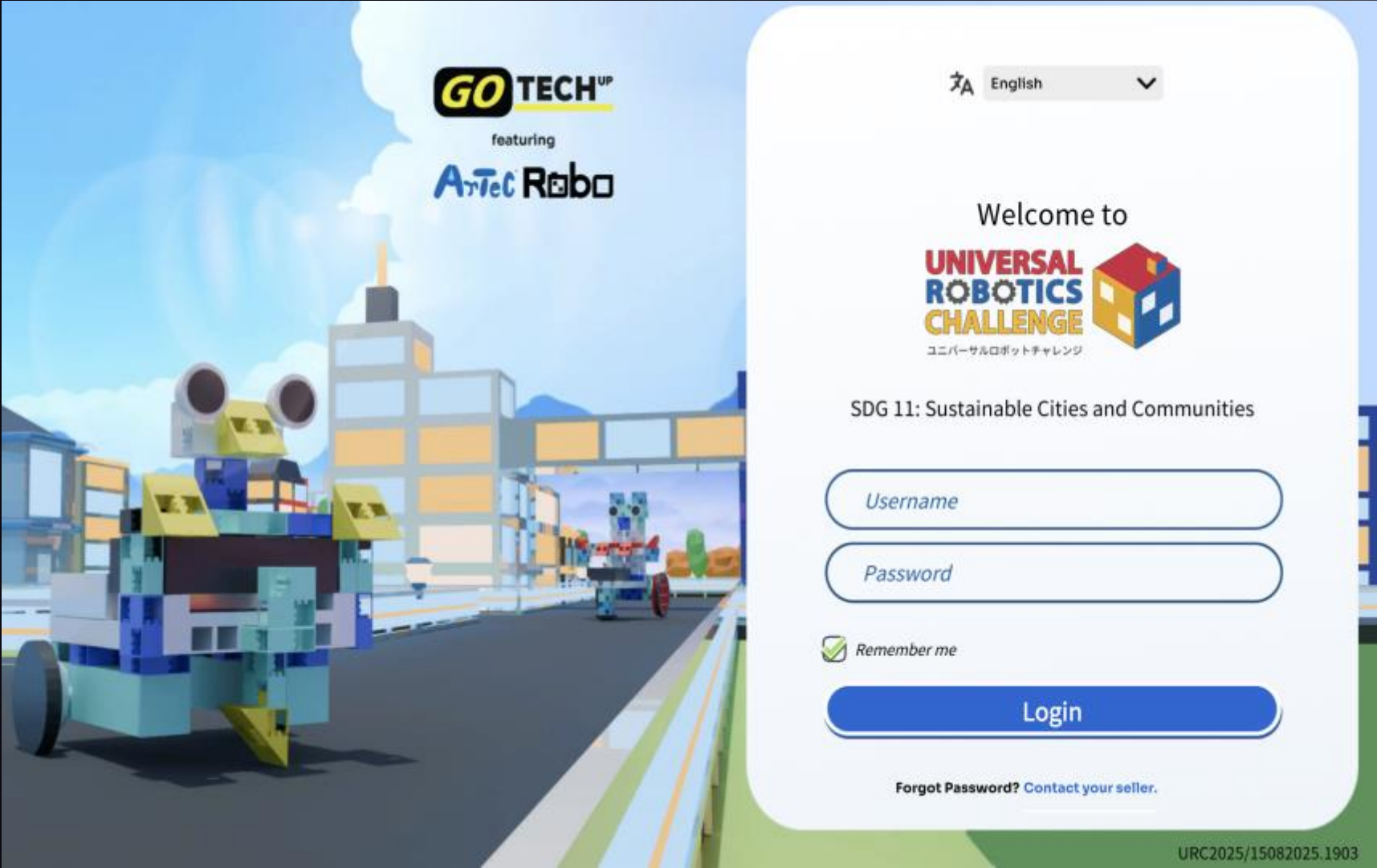
Participants

Mentor: Naya, Fatwa, Samsoo

intern : Austin, Teddy, Minho



Game



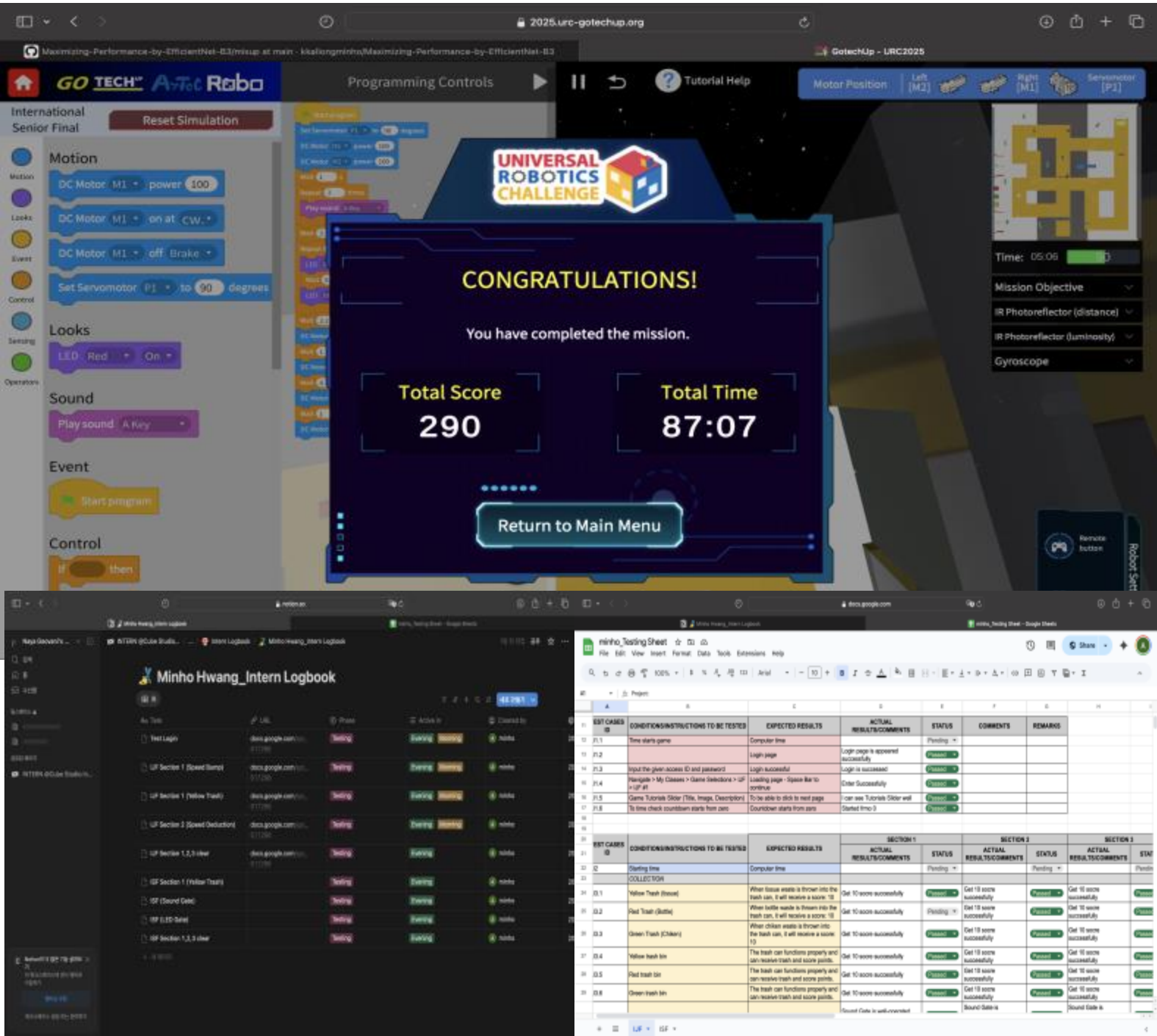
Universal Robotics Challenge (URC) 2025 – Virtual Robotics Competition

URC 2025, organized under the Universal Robotics Challenge banner and powered by GoTechUp in collaboration with ArtecRobo, is a simulation-based virtual robotics competition that engages participants in STEM learning through gamified challenges centered around urban environments

What should we do?

01 **Testing**
As game testers, we played different builds, identified and documented bugs, reported them to developers, and verified fixes to ensure a smooth player experience.

02 **Debugging**
As game testers, we debugged different builds by identifying issues, documenting them, reporting to developers, and verifying fixes to ensure a smooth player experience.



Reporting Debug By G-Sheets

Google Sheet

The debugging sheet documents our game testing workflow.

Each test case lists the conditions to be tested, the expected outcome, the actual result, and the pass/fail status.

This helps ensure accurate bug tracking, clear reporting, and verification of fixes during the beta testing phase.

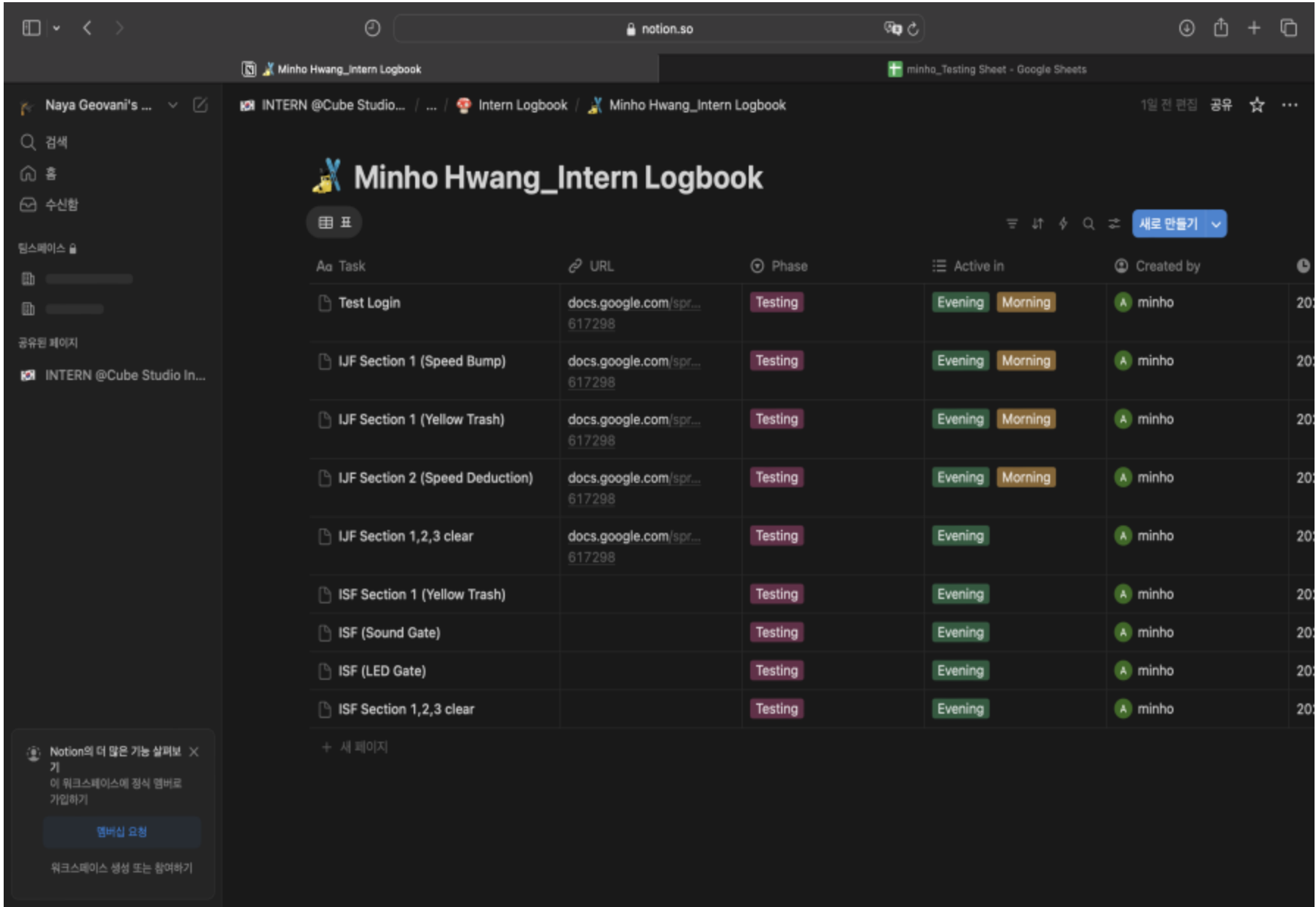
A	B	C	D	E	F	G	H
Project:	URC2025						
Subject:	BETA TESTING						
Date:	8.18.2025						
Subdomain:	Universal Robotics Challenge International Junior Final						
Access ID:	TESTURC2025J043						
Tester:	minho						
Sustainable Cities & Communities		E) INTERNATIONAL JUNIOR FINAL					
		GAME NAME: URC INT. NAT. Junior					
TEST CASES ID	CONDITIONS/INSTRUCTIONS TO BE TESTED	EXPECTED RESULTS	ACTUAL RESULTS/COMMENTS	STATUS	COMMENTS	REMARKS	
UJ1.1	Time starts game	Computer time		Pending			
UJ1.2		Login page	Login page is appeared successfully	Passed			
UJ1.3	Input the given access ID and password	Login successful	Login is succeeded	Passed			
UJ1.4	Navigate > My Classes > Game Selections > IJF > IJF #1	Loading page - Space Bar to continue	Enter Successfully	Passed			
UJ1.5	Game Tutorials Slider (Title, Image, Description)	To be able to click to next page	I can see Tutorials Slider well	Passed			
UJ1.6	To time check countdown starts from zero	Countdown starts from zero	Started frmo 0	Passed			
TEST CASES ID	CONDITIONS/INSTRUCTIONS TO BE TESTED	EXPECTED RESULTS	SECTION 1		SECTION 2		SECTION 3
			ACTUAL RESULTS/COMMENTS	STATUS	ACTUAL RESULTS/COMMENTS	STATUS	ACTUAL RESULTS/COMMENTS
UJ2	Starting time	Computer time		Pending		Pending	Perx
	COLLECTION						
UJ3.1	Yellow Trash (tissue)	When tissue waste is thrown into the trash can, it will receive a score: 10	Get 10 socre successfully	Passed	Get 10 socre successfully	Passed	Get 10 socre successfully
		When bottle waste is thrown into the			Get 10 socre		Get 10 socre
+ ≡ IJF ISF <							

Sharing on-going status by Notion

Notion

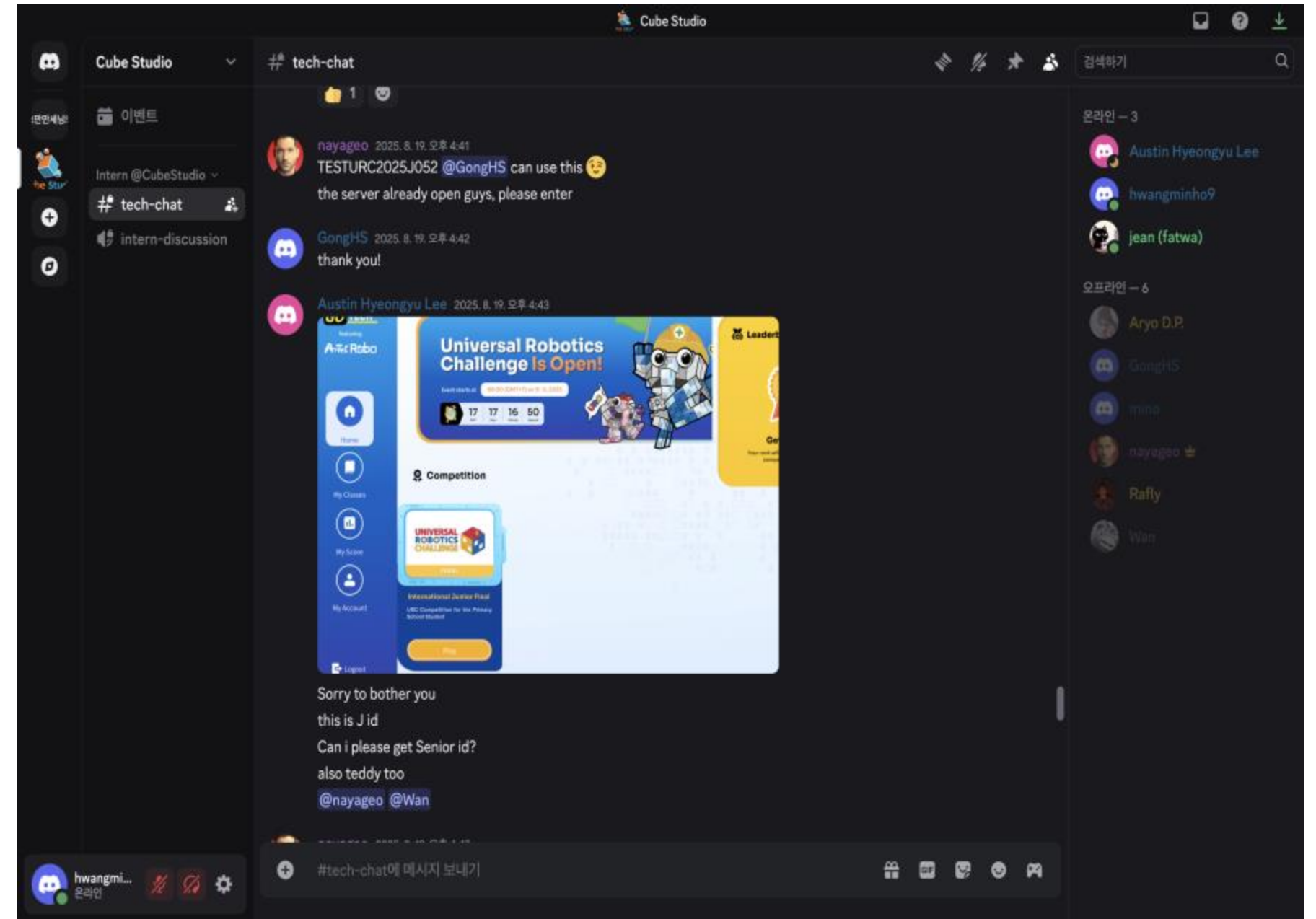
This Notion logbook was used to organize and track our testing tasks.

It records each test case with its URL, phase, active time, and progress, helping us manage the beta testing systematically.



Discuss & Reporting & Scheduling by Discord

We used Discord as our main communication platform to coordinate testing, share server access, and exchange feedback in real-time.



Closing Remark



Austin

“Through my internship in Australia, I was able to improve my English skills and gain valuable hands-on experience with hardware. Here, I had the opportunity to focus more on software, especially game testing and debugging, which gave me a more balanced perspective.”



Teddy

I have always enjoyed playing games, but through this internship I was able to see how they are actually made, which gave me a deeper appreciation and understanding of the process behind them.



minho

In school, I often wondered how what we learned could actually be applied in real life, and also how those skills could lead to earning money. During this internship, I was able to experience that firsthand, and it was really valuable for me.



●Tri Kammashi