

QA MANUAL

Game Components

- Main menu and menu functions (play button, rate us, how to play)
- Art (character model, texture, terrain/world, crowd, objects etc.)
- Animation (the like and feel of the movement, realism, frame rate etc.)
- Sound and the Sound effect (in conjunction with the facial animation e.g., lip-sync, and the animation sequence)
- Music
- Camera (cinematic view, zoom in and out, replay)
- Game flow and logic
- World/level/scene
- The player attributes
- The action attributes
- The condition to advance to the next level (what are the rules?)
- The use of environmental objects
- The event/object triggers
- The scoring
- Progressive level difficulty
- The AI logic (for both offensive and defensive play; player movement and positioning)
- Statistics (pre-game and in-game like player statistics and high score)
- Title screens
- NIS (Non-interactive sequence)
- SFX (special effects)
- The use of multi-button actions (button mashing)
- The ease of use of the button functions
- Legal text
- The game options
- The tutorials

Game Testing Types

Combinatorial Testing

Test all the possible combinations that can be performed in the game. E.g., A character can go forward, back, left and right.

Functionality Testing

The core features of the game should be working. If a character is supposed to jump, it shall jump.

Compatibility Testing

How compatible is your game on different specs, platforms and devices? Checking game on as many devices as you can.

Regression Testing

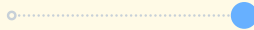
For example, game has 3 levels and a new level is added or any of the current levels is changed, then you test all the levels again to make sure the existing levels aren't affected by the change.

Ad Hoc Testing

General testing, testing any level, testing any combination/ settings without any plan.

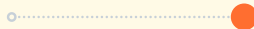
Game Testing Types

Load Testing



Checking game for weaker specs, doing multiple things at a time. In case game crashes, it shall do in a graceful way. A message like, "You were not supposed to put this much load"

Play Testing



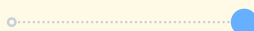
Playing the game just to build confidence, making sure game is fun to play.

Soak Testing



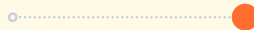
As games are different than websites and a game can paused for half an hour or an hour, and then resumed again. The game shall be able to work without any hiccups. Leaving the game open for hours.

Alpha Testing



Testing the game by testers.

Beta Testing



Testing the game at client's end.

Game Testing Process

TEST PLANNING

Test Plan

Test Strategy

- How testing shall be carried out during the project life cycle.

Quality Plan

- Verifying and validating the final product.

Sprint Plan

- How many builds of a product will be tested during a sprint?

TEST DESIGN

Test cases

Test data

Test Environments

EXECUTION AND REPORTING

Defect Report

Tips & Tricks

1.

Perform game testing on entire screen, not a part of it

2.

Testing the game against the rules specified when developing the game

3.

Test the loading of game from another device such as different supported systems and verifying if the correct messages are being displayed on the screen

4.

Verify that game shows appropriate message to the user at all the points

5.

Testing if the game leads to memory overload in case game is left turn on for several hours/days.

6.

Do remember to carry out the test for clipping such as two or more polygon objects overlapping each other.

- **Test for inappropriate collision**
- **Closely monitor the character's behavior on moving through the available objects and all other things**