



# QA WORKFLOW

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# WHAT IS QA WORKFLOW?

- Quality and Assurance
- Step-by-step process
- Main objective -> Reduce errors and minimize bugs

# QA PROCESS

1. Requirements
2. Test strategy
3. Test planning
4. Testing
5. Pre-release
6. Release

# 1. REQUIREMENTS

- All ideas that we want to test

## 2. TEST STRATEGY

- Find ways to do a better test
- Every project is different

# 3. TEST PLANNING

- The success depends on how well the tests are done
- You can test each part of the game in a different way

## 4. TESTING

- When the build is done, GO HUNTING FOR BUGS
- Try to MEMORIZE THE WAY you reach every point of the game



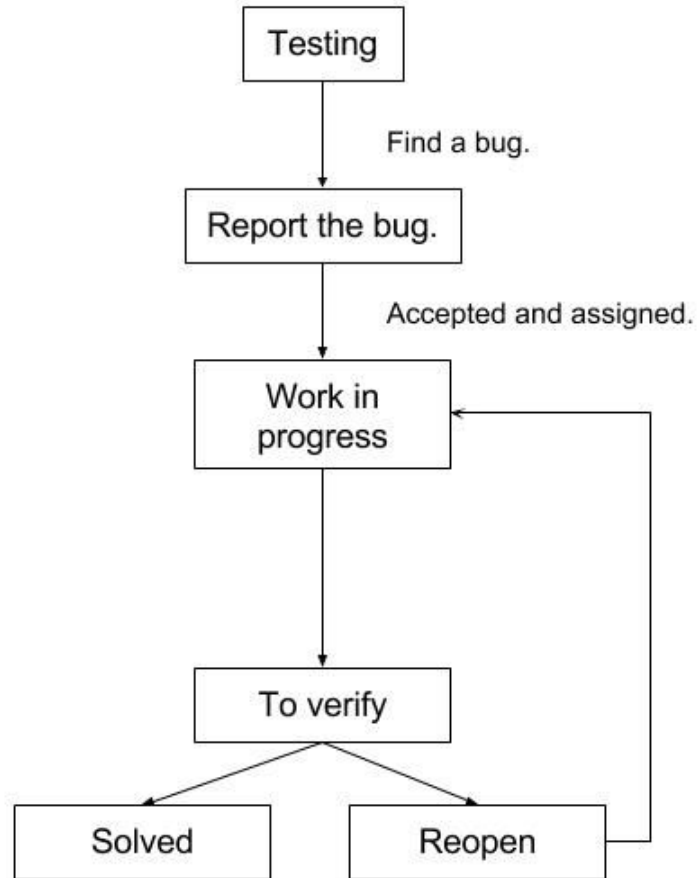
# 5. PRE-RELEASE

In order to ensure the highest product quality test the following parameters:

- Scalability (coherent size)
- Performance (animations)
- Functionality (UI, buttons...)
- Platform compatibility (PCs, consoles...)

## 6. RELEASE

- The QA team is responsible for the release and it requires a very organized workflow



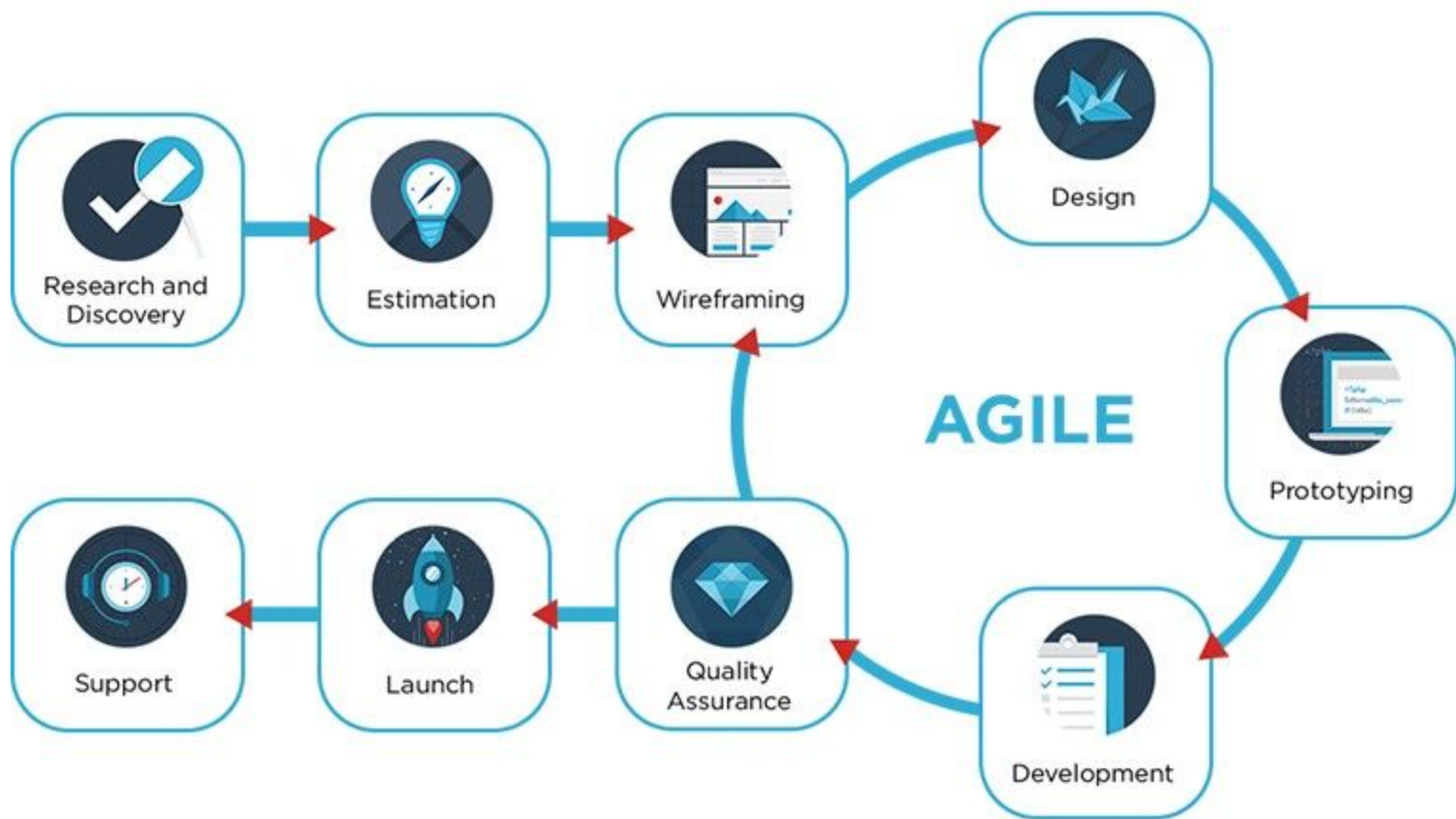
# BALANCING SECURE VS AGILE WORKFLOW

- **Balancing secure (traditional workflow)**

- Consists on planning everything from the start and follow it until the end
- It is usually used in big teams where the roles are very defined
- Not prepared to make changes on the plan

- **Agile workflow**

- Adaptive method
- Normally used on small teams
- Everything can be changed and tested easily



# QUALITY TESTING

- They are made by external people of the team to ensure the game is as fun as intended
- Testers have to be sincere and not related to the team members
- Someone who doesn't play video games casually
- Usability and playability
- Form (short answers)
- Analyze feedback

✗

✓

✗

✓

<u>Participant</u>	<u>Age</u>	<u>Gender</u> <u>(M-F)</u>	<u>Experience</u> <u>as a player</u>
1.	16	M	High
2.	15	F	Medium
3.	19	M	High
4.	16	F	Medium

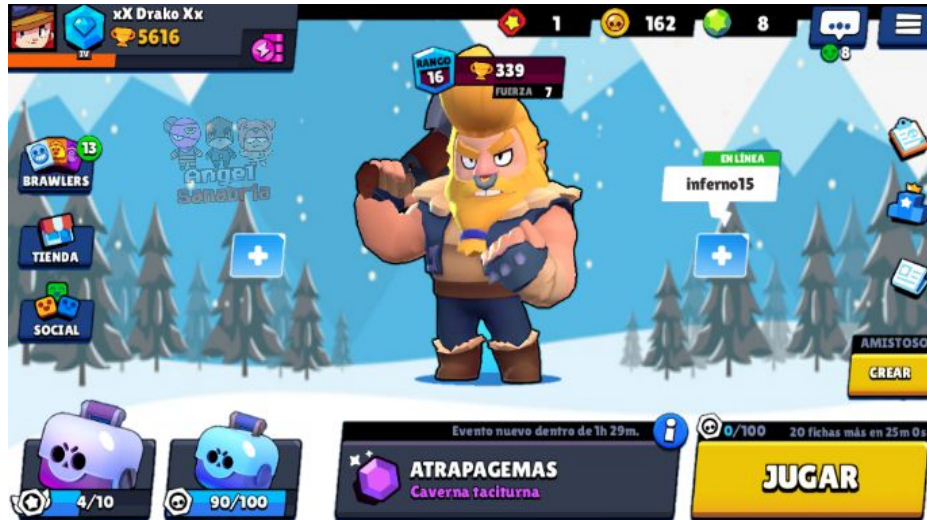
# PRE-PLAY QUESTIONS

- Do you consider yourself a hardcore/casual/... gamer?
- How many time do you spend playing video games during a week?
- Why do you usually play video games?
- Did you hear about this game before?
- Did you play this kind of game before?



# TASKS EXAMPLE

1. Pick a "Brawler" and play a customized game against bots



# POST-PLAY QUESTIONS

- How did you feel playing the video game?
- Were there any moment when you felt lost?
- Is there anything you wanted to do that the game wouldn't let you do?
- What is the winning condition of the game?
- If you could change any aspect of the game, what would it be?
- How much time did you feel like you were playing for?

# ANALYZE FEEDBACK

- Confusing controls
- Slow movement
- Feeling of being lost

# STABILIZATION PHASES

- A week before a release everything stops for a time to be sure everything works as expected and if there is some bugs, solve them
- If this phase is during a lot, something is not okay

# EXAMPLE OF REPORT (EXCEL)

Bug	Status	Step by Step	Expected Behavior	Type	Priority	Version	Platform
Transparent floor	Fixed	1. Enter the dungeon 2. Buy an item 3. Bug	Floor is visible		B	1	0.5.1.2 PS4 n4

- Bug: Brief description about what happens.
- Status: It tells if the bug has been fixed or it is still happening.
- Step by step: It says how to arrive to the bug.
- Expected behaviour: It is what it should happen.
- Type:
  - A: Game breaking bug or bug that makes the game unplayable.
  - B: Bug that makes the game less playable as intended.
  - C: Aesthetic, graphical or audio bug.
- Priority:
  - Urgent(1): Bug needs to be fixed immediately.
  - High(2): Bug needs to be fixed within a day or two.
  - Regular(3): Bug needs to be fixed within a week.
  - Low(4): Bug needs to be fixed whenever there aren't any high or urgent bugs.
- Version: The version of the build where the bug happens.

# EXAMPLE OF REPORT (GITHUB ISSUES)

Title

Write

Preview

Summary:

Type:

- A ()
- B ()
- C ()

Priority:

- Urgent ()
- High ()
- Regular ()
- Low ()

Frequency

- Always ()
- High ()
- Regular ()
- Low ()

Steps to reproduce:

Actual result:

Expected result:

Build:

8 labels

ClaimFix

Duplicate

Fixed

Help wanted

Invalid

Priority

Question

WontFix

# EXERCISE

- BUG
- STATUS
- STEP BY STEP
- EXPECTED BEHAVIOUR
- TYPE
- PRIORITY
- VERSION
- PLATFORM



# EXERCISE SOLVED

- BUG: the player drives an invisible vehicle
- STATUS: fixed or is still happening in the following version
- STEP BY STEP: (you can say your own idea; example: if you click the accelerate and brake button at the same time when static)
- EXPECTED BEHAVIOUR: see the vehicle the player is driving
- TYPE: B
- PRIORITY: 1
- VERSION: update version (example: 1.5.1.1)
- PLATFORM: PS3, PS4, XBOX 360, XBOX ONE, PC



THANKS FOR YOUR ATTENTION... QUESTIONS?