Manual Game Testing Report: Deepest Sword QA Evaluation

Tester: Nikhil Sharma
Test Date: 2025-06-25
Platform: Browser – Unity WebGL
Game URL: https://cosmicadventuresquad.itch.io/deepest-sword

1. Overview

This report summarizes manual QA testing performed on the browser-based Unity game *Deepest Sword*, focusing on both technical bugs and user experience (UX) observations.

2. Environment

- **Browser:** Google Chrome (v123.0.x)
- **OS:** Windows 10
- **Resolution:** 1920x1080
- **Test Duration:** ~35 minutes

3. Bugs & Technical Issues

#	Description	Steps to Reproduce	Reproducible?
1	Repetitive conversations of supporting characters	When we press the "R" key next to the characters	Yes
2	Character does not rotate	Normally the character rotates but why doesn't it rotate in the air when we don't hold the sword with both hands?	Yes
3	The player's foot touches but does not move forward	During lava section	Occasionally
4	When the player is standing in the air with the sword, the sweating animation will start (Without pressing any buttons)	While stuck in the wall with a sword	Yes

| 5 | In one section, the height of the player and the sword are at the same distance from where we need to reach. | It is only one scene | No |

.

4. UX Feedback

- The game is difficult after the 3rd sword and after that point I mentioned before, it makes the player feel bored.
- The mechanics of moving with the sword are very fun, but as the sword size increases, the distance between the stones increases, changing the course of the game.
- Sword dragging mechanic is clever, but control feels clunky and tiring.
- The in-game texts are meaningful, but some tactics can be given to players. Especially after the 3rd sword.

5. Additional Technical Insight

- The coefficient of friction between the sword and the ground may be high.
- Scene optimization could help with FPS drops.
- Gravity may not only be effective at sword falls. It may be general.

6. AI-Assisted Testing (Basic Usage)

- Suggest initial test cases
- Predict risk areas like physics, animation loops, and dialogue triggers
- Generate a few edge-case ideas
- Most AI suggestions were usable but needed manual adjustment. It helped speed up the planning stage and gave broader coverage.

7. Conclusion

Deepest Sword is an engaging and thoughtfully designed game. This project helped identify several gameplay and UX issues in *Deepest Sword*. It clearly stands apart from fast-paced modern titles by requiring both skill and problem-solving. The bugs mentioned in this report are based on personal observations and testing. Addressing these issues could help improve player retention and overall satisfaction. With a few refinements, the game has the potential to attract a larger and more dedicated audience.
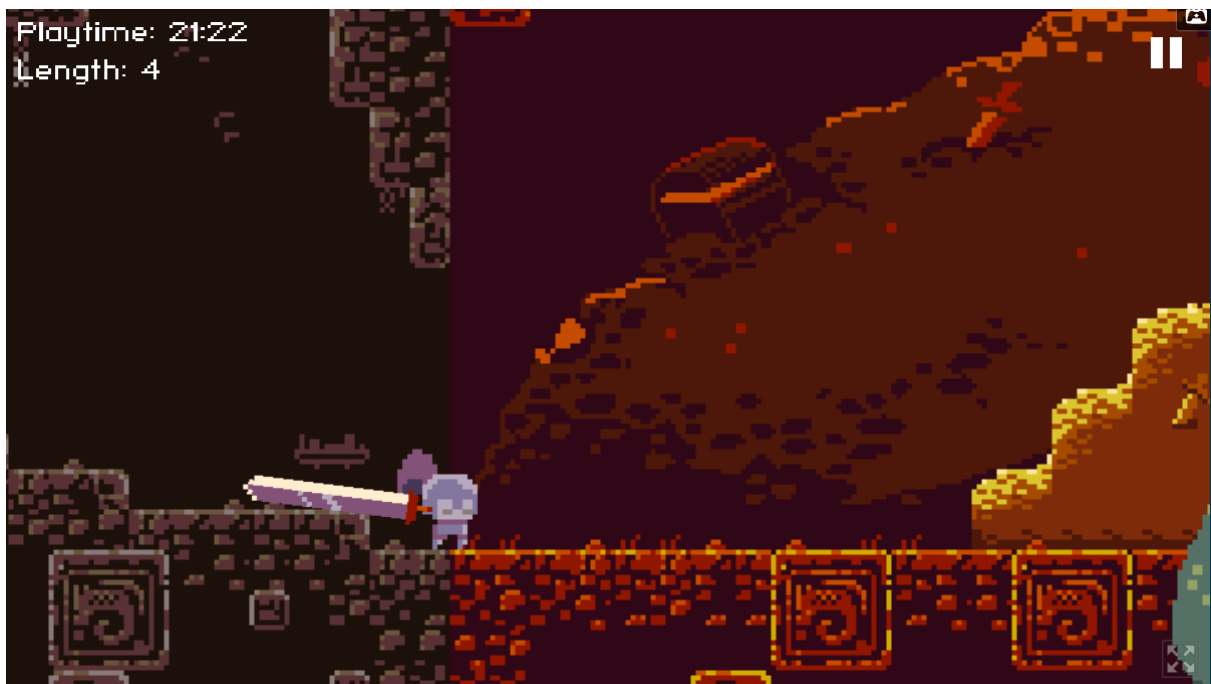
Appendix

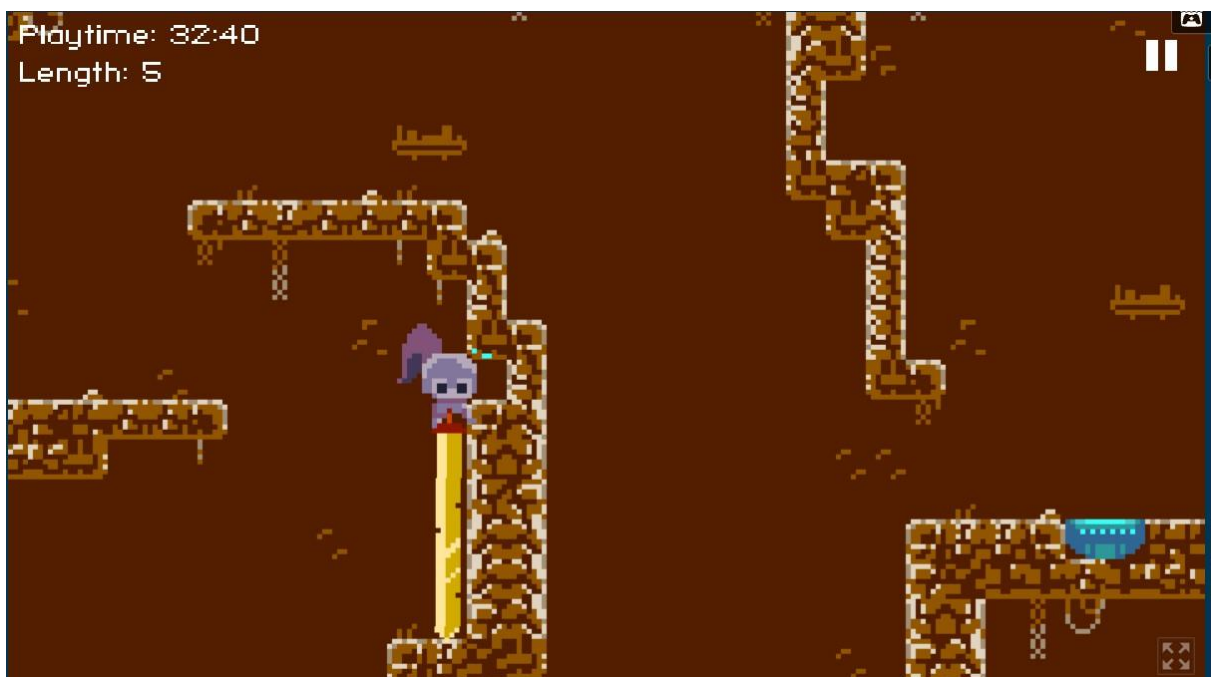1. Repetitive conversations of supporting characters
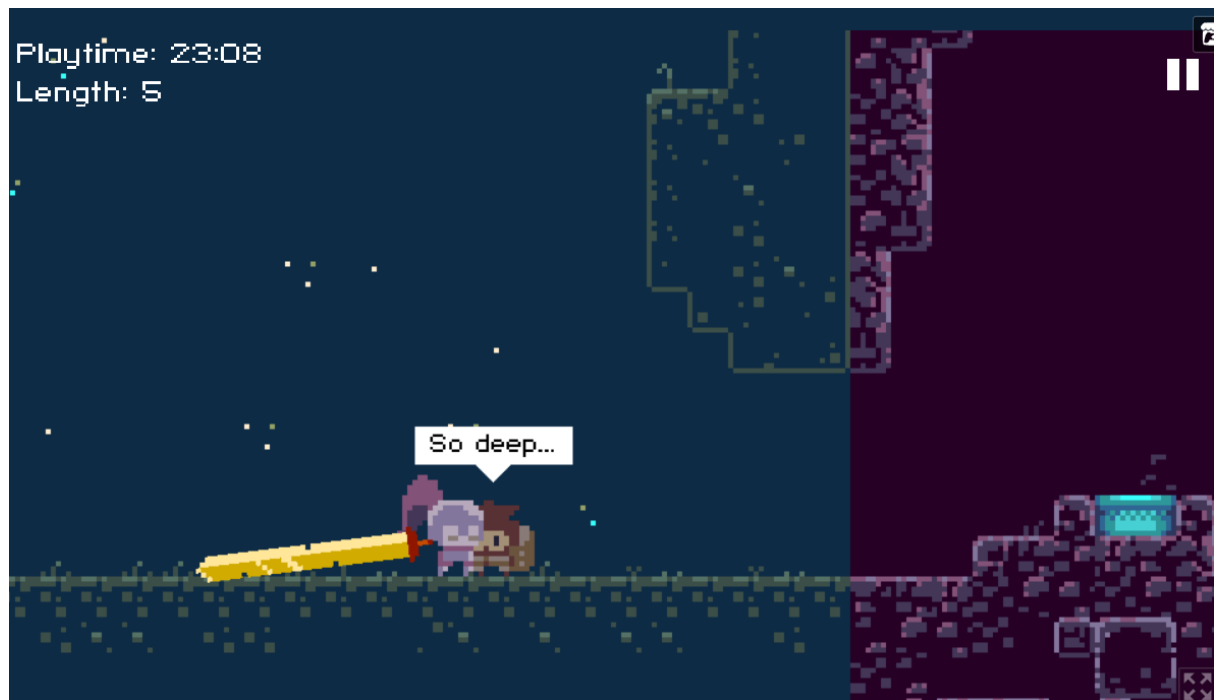
2. Character does not rotate
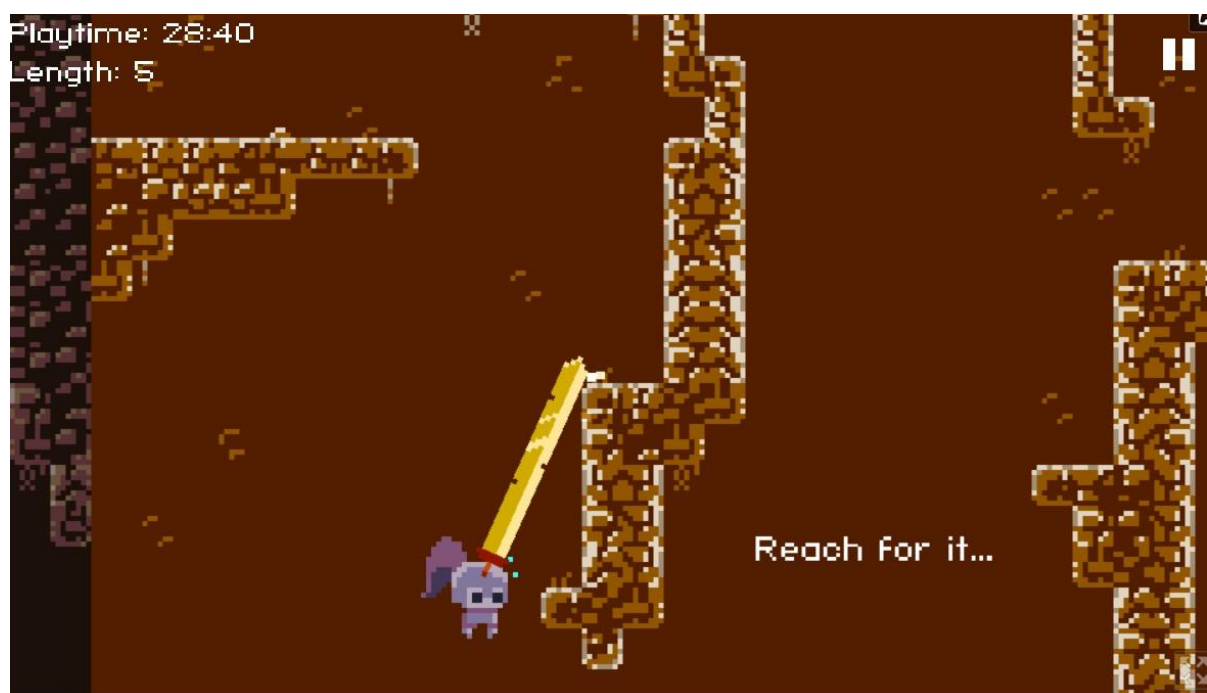
3. The player's foot touches but does not move forward

4. When the player is standing in the air with the sword, the sweating animation will start (Without pressing any buttons)

5. In one section, the height of the player and the sword are at the same distance from where we need to reach.