Section B

Game Testing Concepts

3. Game testing, also called quality assurance (QA) testing within the video game industry, is a software testing process for quality control of video games. The primary function of game testing is the discovery and documentation of software defects. A lot of games involve financial transaction which would cause financial loss.

4.Compatibity testing on a mobile device is to make sure that the game runs on different devices and different hardware components. Since actual physical phones are expensive, we use emulators since they have multiple devices and the licences cost the fraction of the prize. Different mobile devices with different operating systems can be used.

5.I have found a bug within an ecommerce application at my current workplace. The bug was identified on the QA environment. When I discovered the bug, I had to capture evidence of the bug at hand. I then had to try and reproduce it, Once I was happy, I had to create a Jira ticket which include included the evidence of the bug and the steps to reproduce. I had to add the bug severity and environment which was identified on. The operating system and device version were also added to the ticket. Once all of these were captured, I then had to assign the ticket to the relevant developer.

6. When you come across a bug, the first step is to identify and understand it. Reproduce the bug by following the same steps that triggered it initially. This helps to confirm that the issue is consistent and not a one-time anomaly. Document everything about the bug: what you were doing when it occurred, any error messages, and the conditions under which it appears. This information is crucial for tracking down the source of the problem.

7. Identify the edge cases: The first step is to identify the edge cases for your application. This can be done by analysing the requirements and specifications of the system. Create test cases: Once you have identified the edge cases, create test cases that cover these scenarios.

8. Game Play - Playing the game through and making sure is does what it is designed to do.

Controls – Controls are very crucial when it comes to gaming. The control which are you to perform certain actions are fully functional.

User interface – The game user interface is easy on the eye and very easy to use.

Rewards – Ensure the game rewards the user as explained in the game rules.

Games rules – This should be very clear to the game user since they will be seeing this for the first time.