

Overview: What This Dashboard Shows

This dashboard summarizes gameplay activity performed by FQA testers across supported platforms, builds, and game areas. It answers:

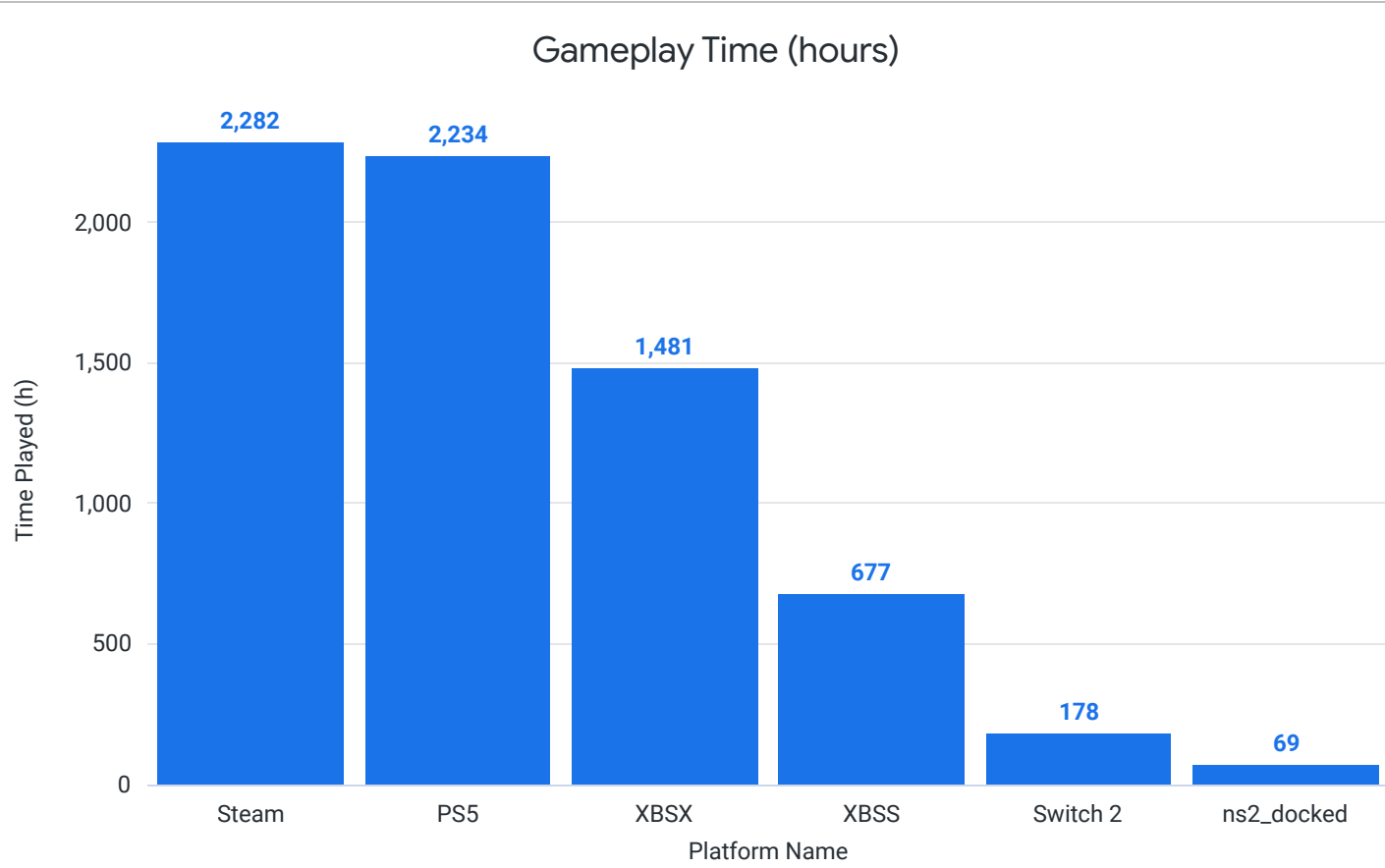
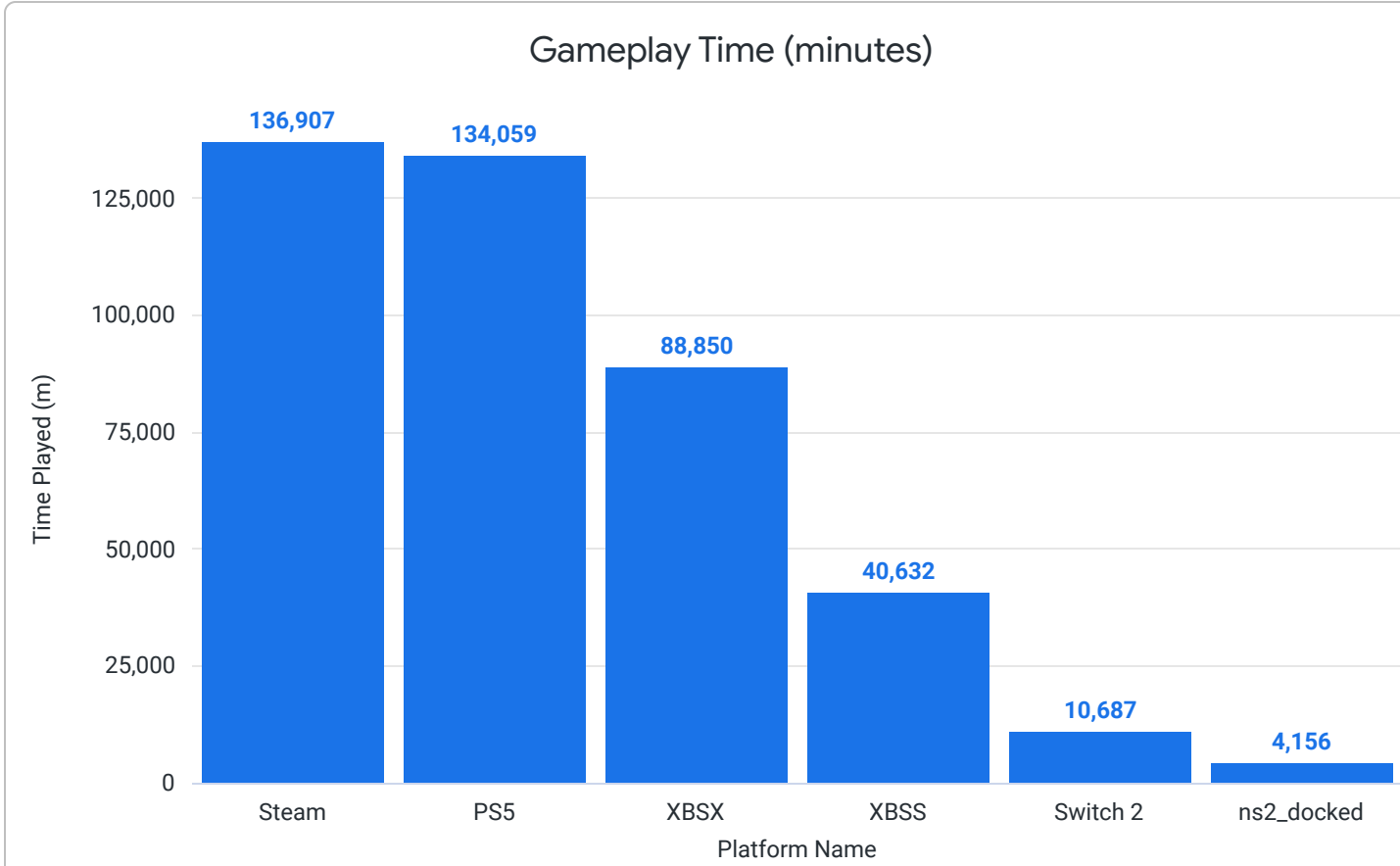
- **How much gameplay time did testers generate?**
- **Which platforms and builds received the most coverage?**
- **How is time split by game mode (Singleplayer vs Co-op)?**
- **Which hub or mission areas received the most exploration or testing?**
- **Are any areas/platforms under-tested and requiring additional coverage?**

This guides leads and coordinators to direct testing resources where coverage is low.

Selected Coverage Scope			
These filters define the subset of gameplay activity included in the analysis.			
	Session Date (UTC)	Build Number	Platform
1	2025-12-01	1,132,177	ps5
2	2025-12-01	1,133,450	xbss
3	2025-12-01	1,132,177	steam
4	2025-12-01	1,135,092	ns2_docked
5	2025-12-01	1,135,153	steam
6	2025-12-01	1,134,897	ps5
7	2025-12-01	1,135,092	xbss

Test Coverage by Platform

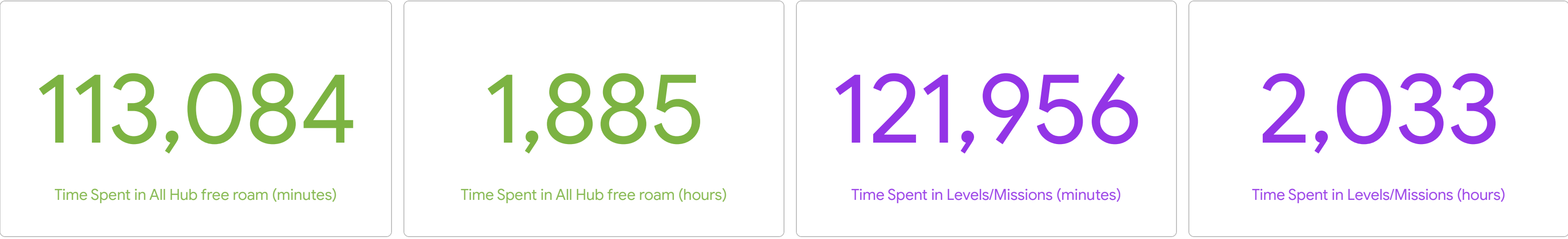
Total gameplay time generated by FQA testers per platform.



Test Coverage by Game Mode



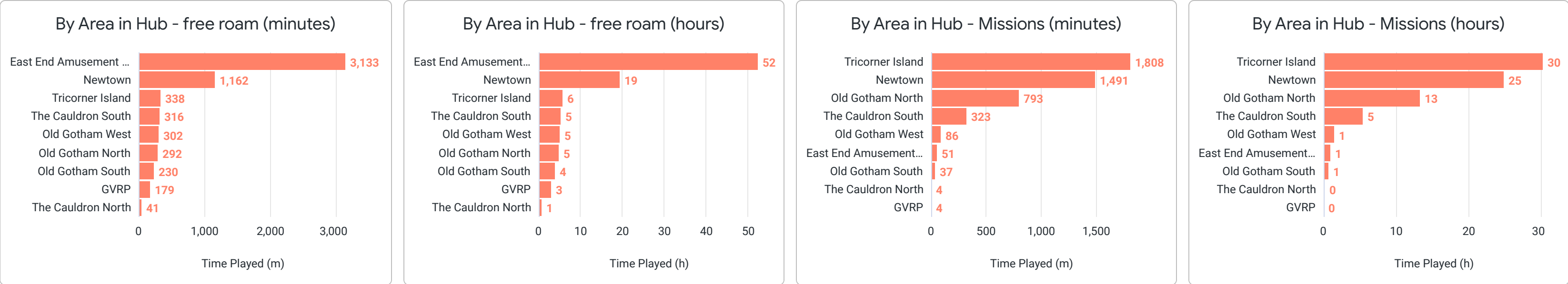
Coverage Distribution: Hub vs Mission Areas



Notes:

The only available hub area names have been translated from internal codes.

For new area codes or missing translations, please contact Jihoo Park (AQA).



Note:

This dashboard displays only the data generated during shift hours (7 AM to 6 PM) as requested.

The shift time filtered is based on the local time configured on the team's consoles.

Regarding the Area in Hub, the only available hub area names have been translated from internal codes.

For new area codes or missing translations, please contact Jihoo Park (AQA).

Dashboard owner: Jihoo Park