

Overview: What This Dashboard Shows

This dashboard provides a comprehensive overview of FQA gameplay coverage across Campaign chapters, missions, difficulty modes, side activities, and cinematics.

It consolidates tester playthrough patterns to identify coverage gaps, progression blockers, and content requiring focused validation. It contains:

Chapter Coverage Depth: Time-played metrics highlight where testers are spending effort and where chapters may be under-tested or blocked.

Mission Stability & Flow: Start, Quit, Completion, and Abandon rates indicate potential progression issues, unclear objectives, or crashes.

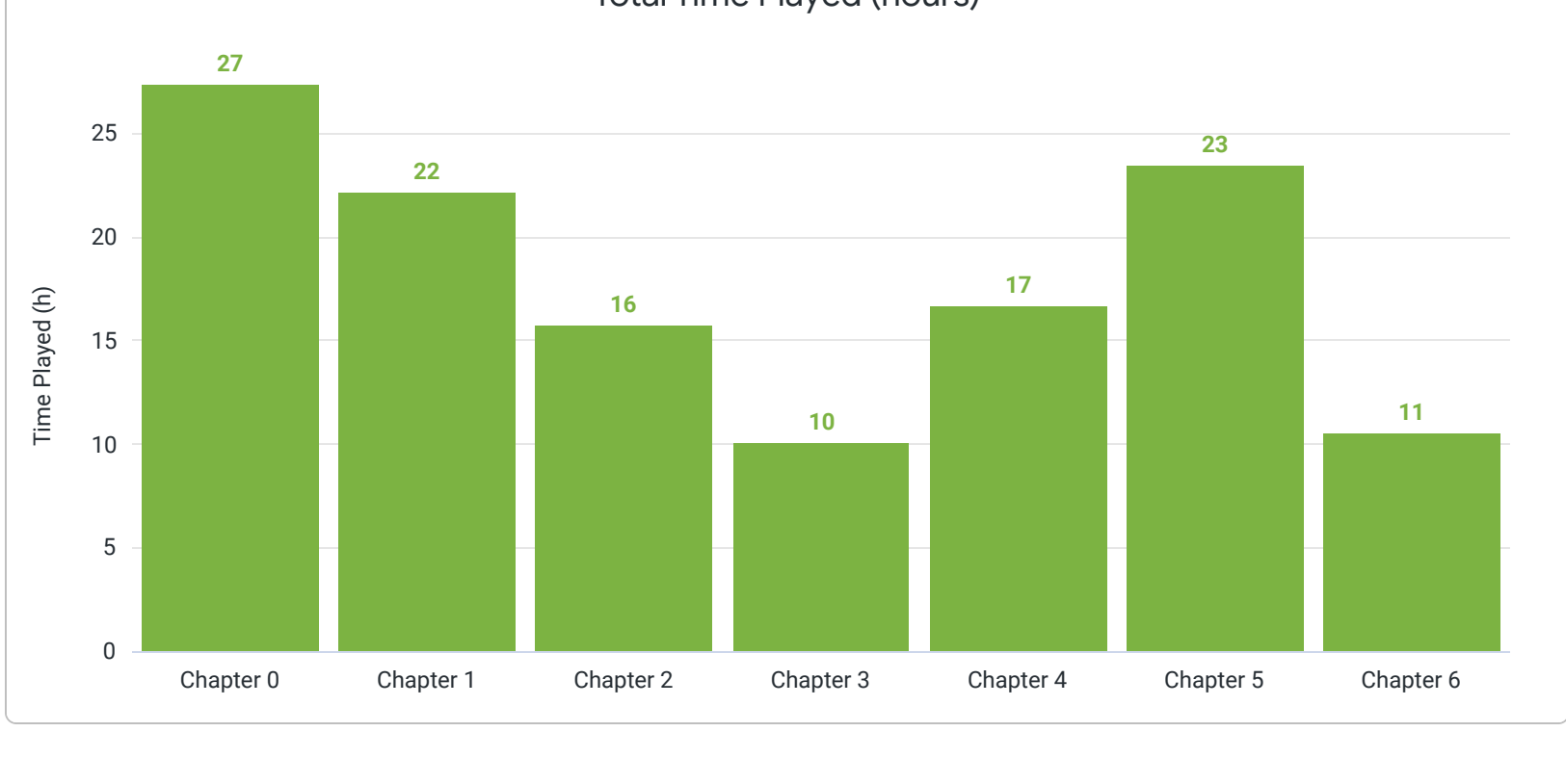
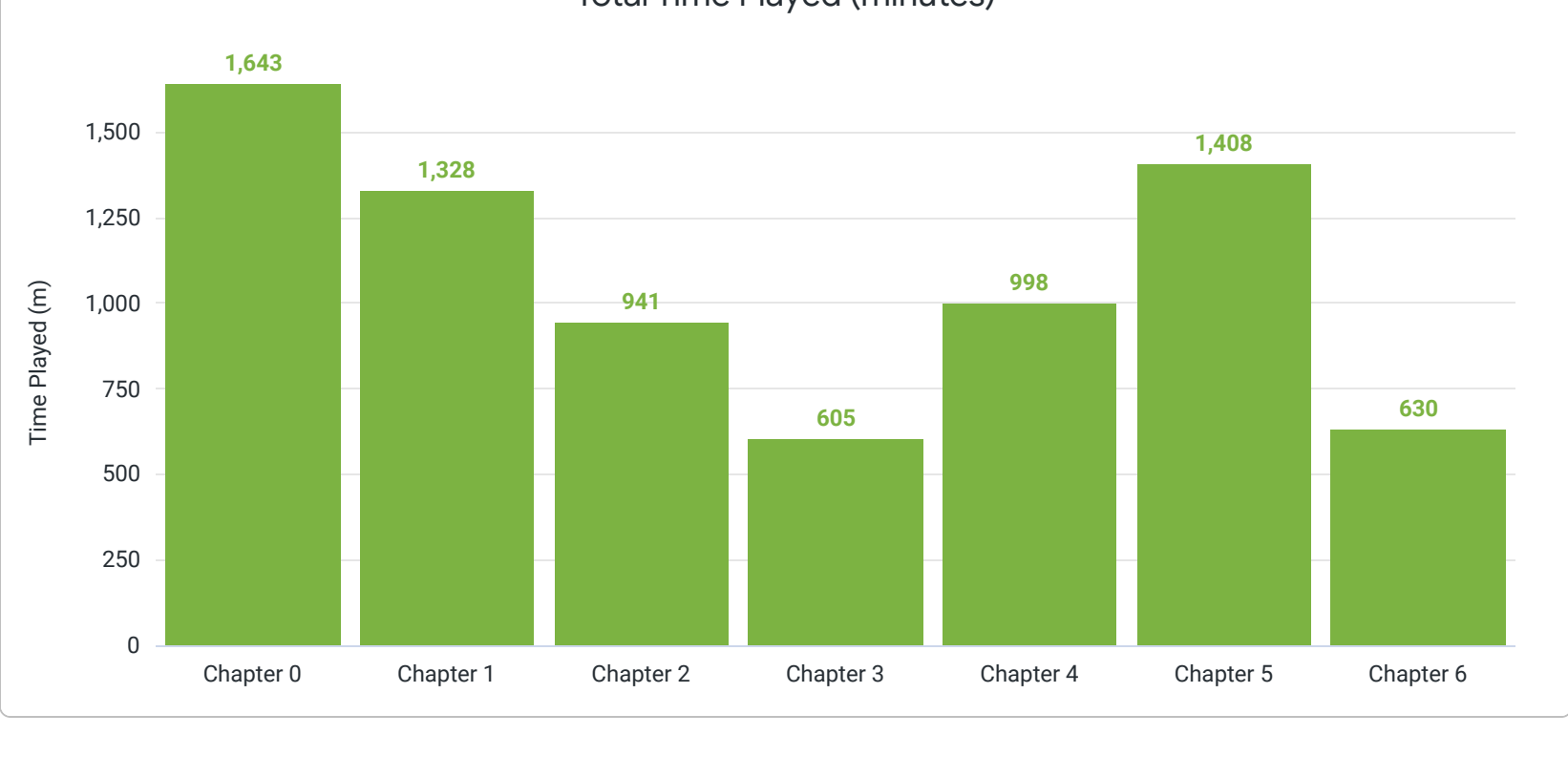
Difficulty Mode Coverage: Shows whether testers have validated difficulty-specific mechanics, and highlights modes receiving insufficient testing.

Side Activity Testing: Completion rates surface high-risk activities with low success or low engagement.

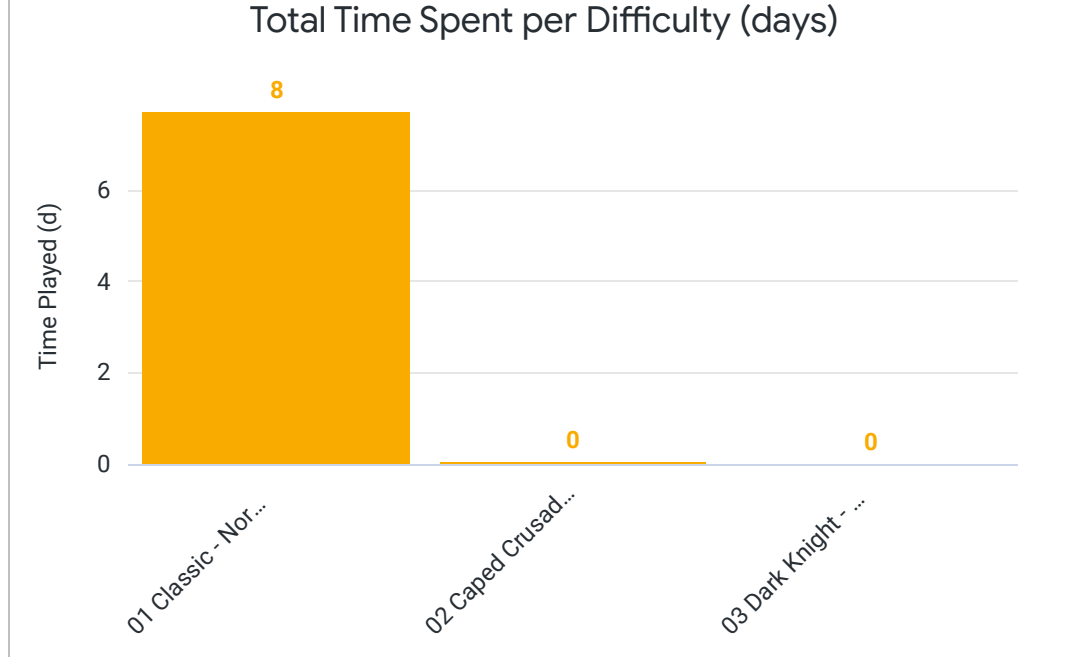
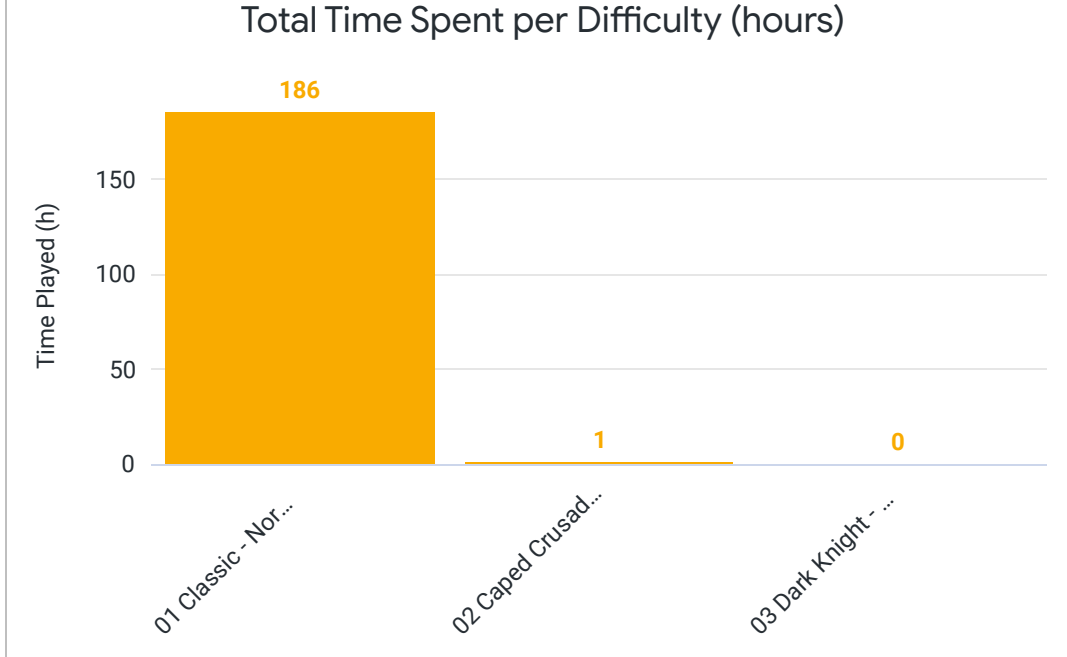
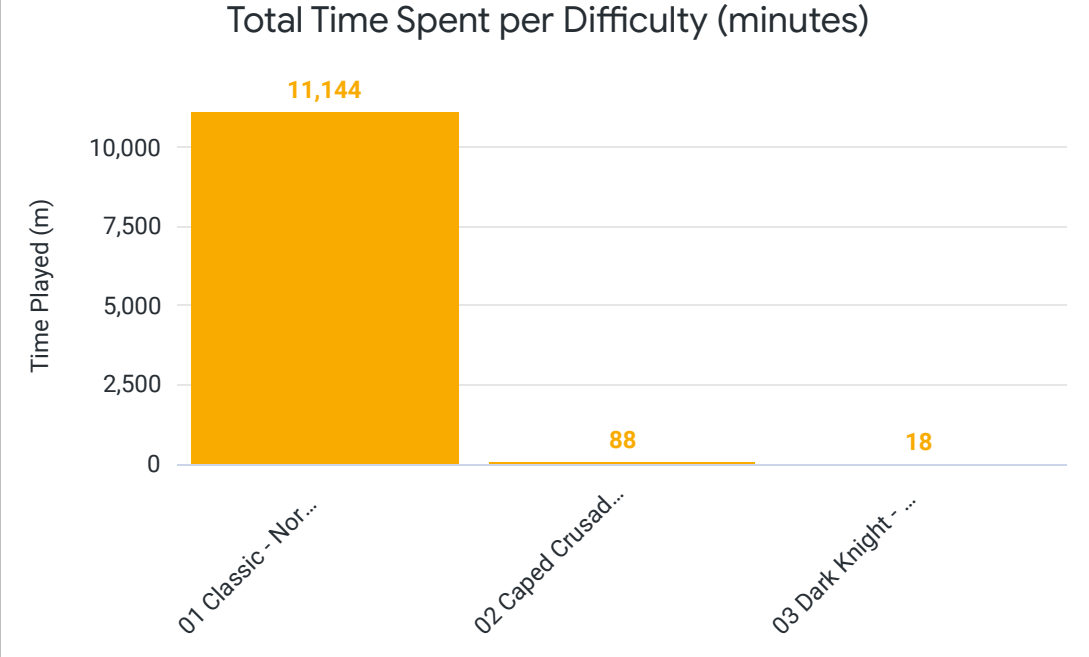
Cinematic Validation: Skip and completion patterns help identify cinematics requiring audio/video validation, subtitle checks, and integration verification.

Selected Coverage Scope			
	Session Date (UTC)	Build Number	Platform
1	2026-01-15	1,167,902	ps5
2	2026-01-16	1,167,902	ps5
3	2026-01-19	1,174,436	steam
4	2026-01-19	1,171,963	ps5
5	2026-01-19	1,174,436	xbx
6	2026-01-19	1,174,436	ps5
7	2026-01-20	1,171,963	ps5
8	2026-01-20	1,174,436	xbx
9	2026-01-20	1,174,436	ps5
10	2026-01-20	1,175,959	ps5
11	2026-01-20	1,174,436	steam

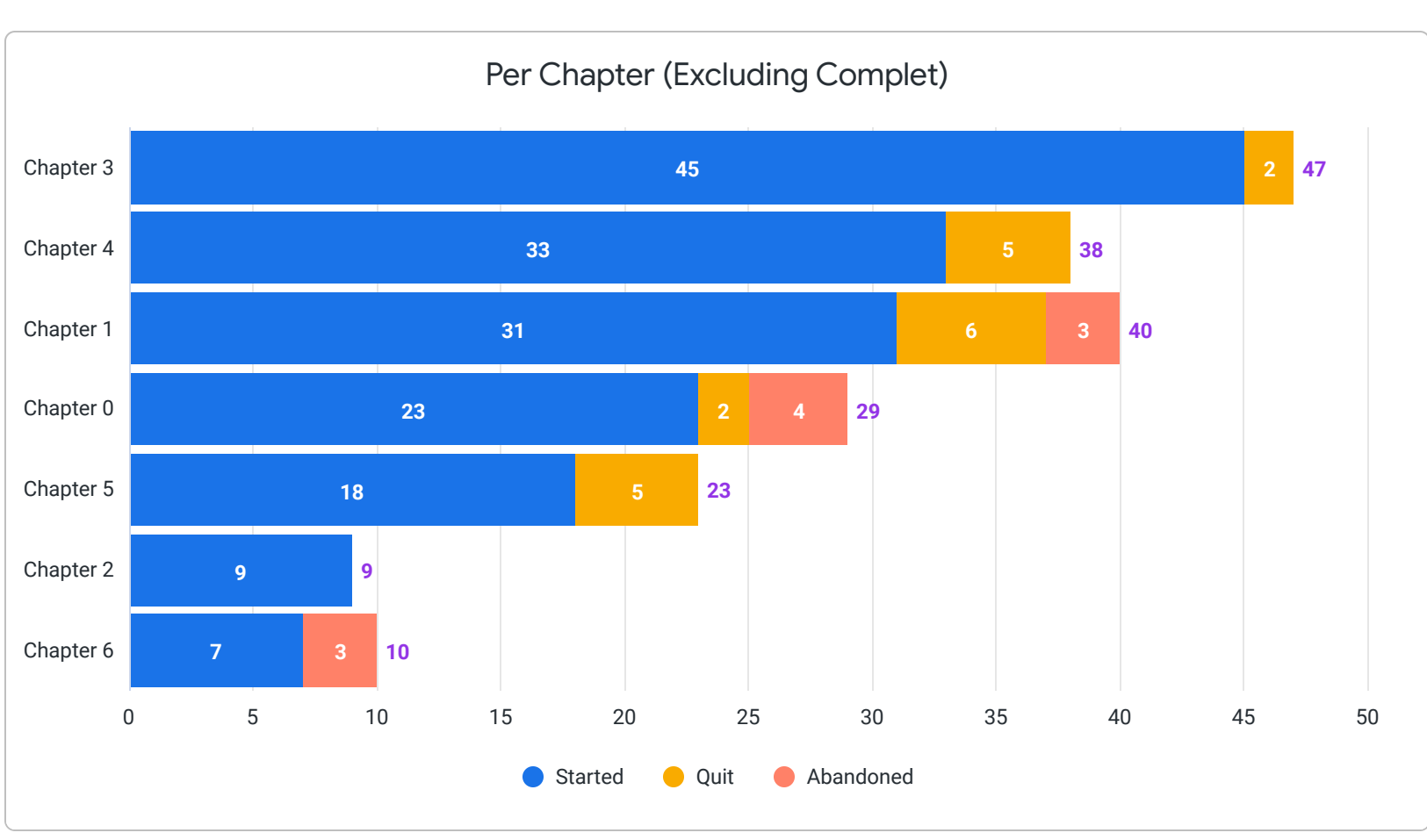
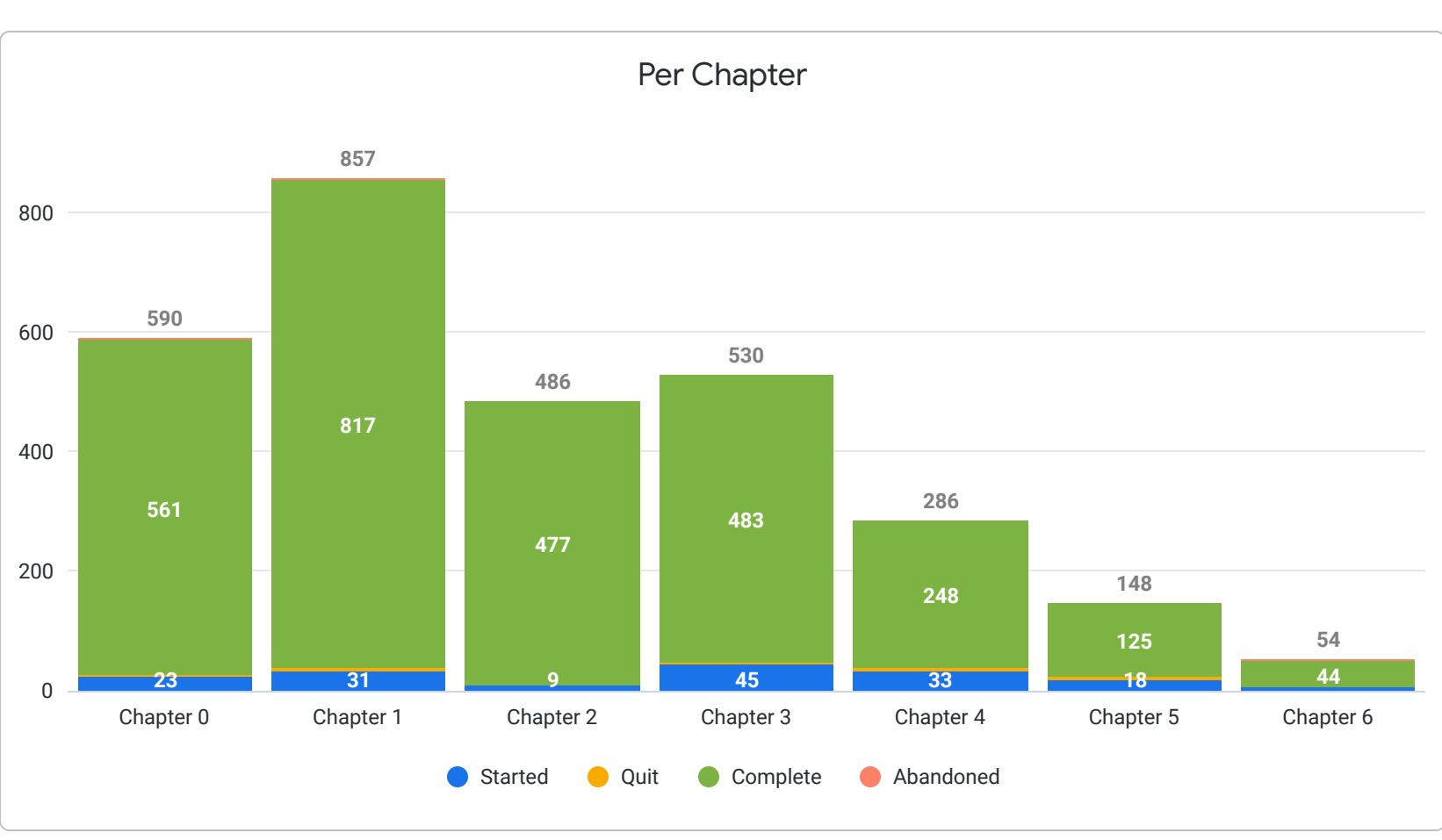
Coverage Depth by Chapter - Time Spent



Difficulty Mode Coverage Distribution



Mission Flow Coverage



Per-Mission Coverage

Chapter 0				
State	Started	Quit	Complete	Abandoned
Mission Name	Count	Count	Count	Count
00 01 WayneManorGrounds	8	2	57	1
00 02 FalconeConfrontation New	2	0	55	0
00 03 MountainClimb	4	0	58	2
00 04 NandaParbat Gadget	1	0	56	0
00 04 NandaParbatCombat	3	0	57	1
00 04C02 NandaParbatSkill	1	0	56	0
00 05 NandaParbatStealth	1	0	56	0
00 06 NandaParbat Glacier	2	0	56	0
00 07 NandaParbatRefraction	1	0	55	0
00 08 NandaParbat RaaIGHul	0	0	55	0

Chapter 1				
State	Started	Quit	Complete	Abandoned
Mission Name	Count	Count	Count	Count
01 01 Batcave Batsuit	0	0	55	0
01 02 Docks	0	0	55	0
01 03 FindCobblepot	0	0	55	0
01 03B Riddler	0	0	55	0
01 03C RiddlerInterior	0	0	55	0
01 05 IcebergLounge	10	1	48	0
01 06A FastTravel	2	0	47	0
01 06B Batcave Gadgets	8	0	48	0
01 06C WayneTech FreeRL	0	0	46	0
01 06D WayneTechAnalysis	3	3	44	0
01 06E GuideTutorial	0	0	43	0
01 07 ACEChemical Exter...	0	0	43	0
01 08 AceChemical Interior	2	1	42	2
01 09 AceChemical Int	2	0	44	1
01 10 ChapterOneWrap Fr...	1	1	40	0

Chapter 2				
State	Started	Complete	Abandoned	Count
Mission Name	Count	Count	Count	Count
02 01 Batcave Garage	4	38	0	38
02 02 MineCars	0	38	0	38
02 03 Shrecks	0	38	0	38
02 04B GothamZoo	1	39	0	39
02 05 ArcticWorld	3	36	0	36
02 05 ArcticWorld Penguin	0	36	0	36
02 05 JokerCards	0	36	0	36
02 05D01 JokerCards Interior	0	36	0	36
02 06 Flugelheim	0	36	0	36
02 06 Flugelheim Freeroam	0	36	0	36
02 07 Parade Freeroam	0	36	0	36
02 08 Parade	1	36	0	36
02 09 ChapterTwoWap Freeroam	0	36	0	36

Chapter 3				
State	Started	Quit	Complete	Count
Mission Name	Count	Count	Count	Count
03 01 Circus Freeroam	1	0	36	36
03 01A CatwomanHeist	3	0	38	38
03 01B CatwomanHeist	0	0	36	36
03 02 CircusTwoFace	0	0	37	37
03 02 RobinGotham	3	0	37	37
03 03A1 RobinGothamInterior	0	0	36	36
03 03A2 RobinGotham Freero...	1	1	36	36
03 03b KiteMan Freeroam	10	0	36	36
03 04 KiteMan	1	0	36	36
03 05 BotanicalSardens Free...	1	0	36	36

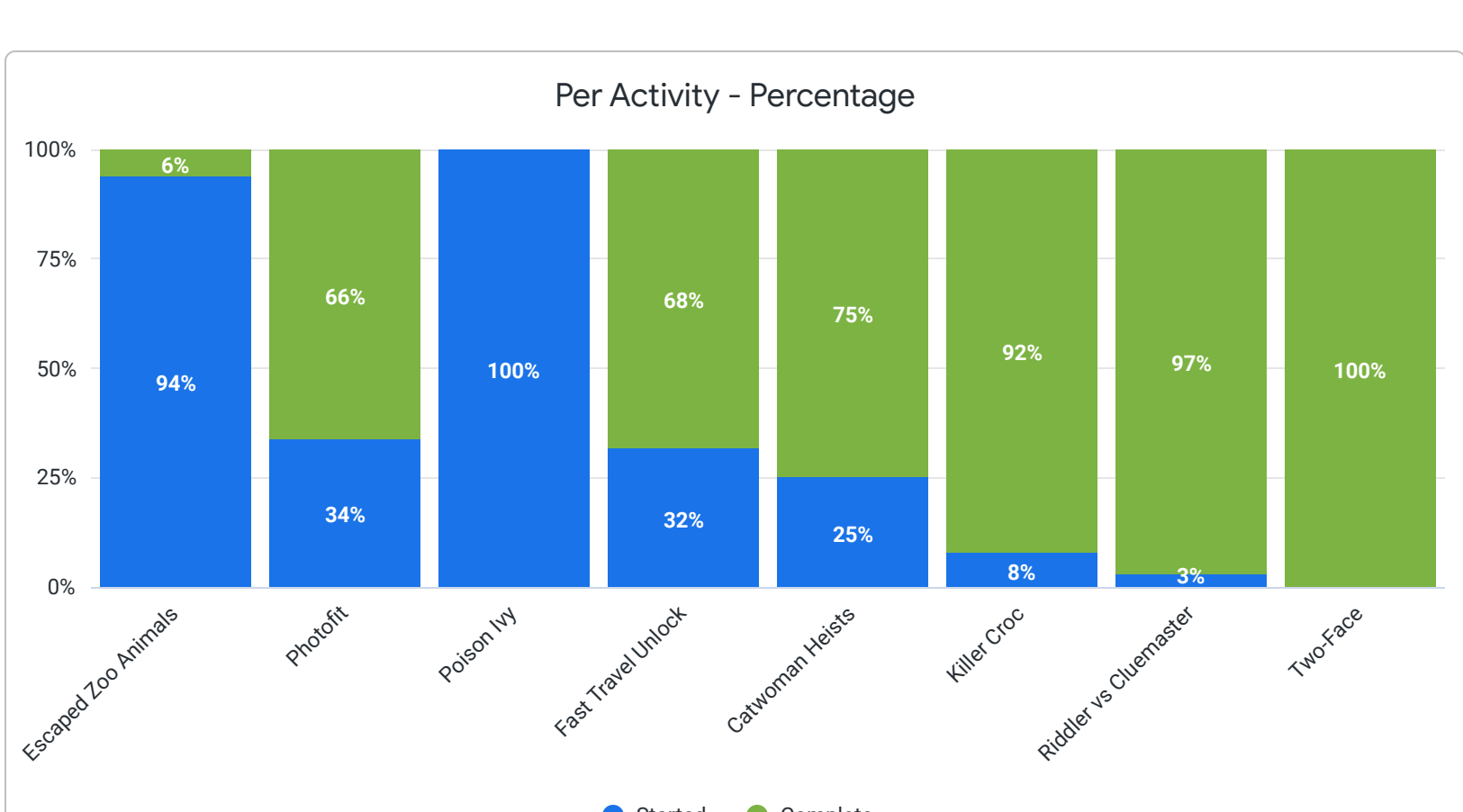
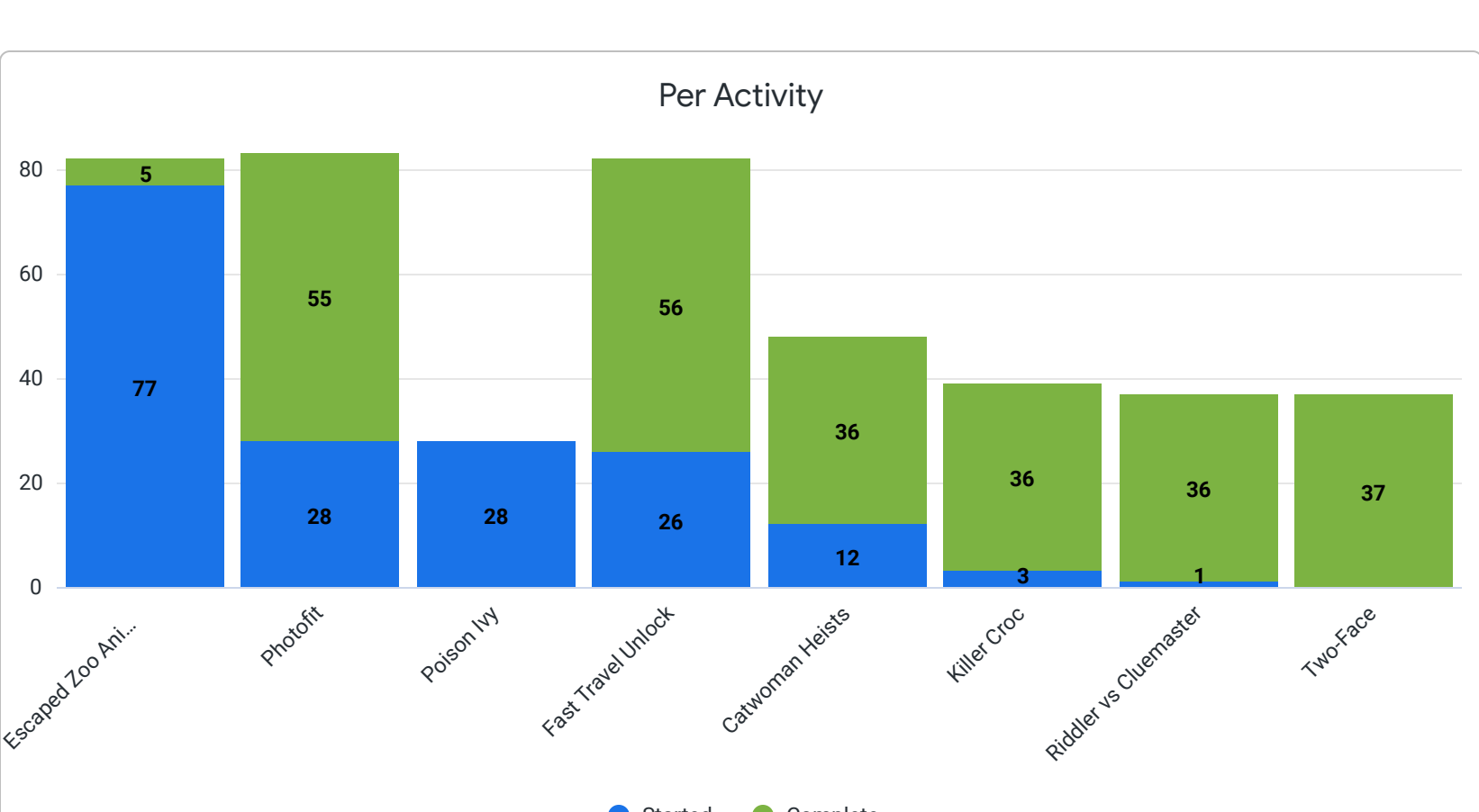
Chapter 4				
State	Started	Quit	Complete	Count
Mission Name	Count	Count	Count	Count
04 01 Museum Freeroam	13	0	47	47
04 02 Museum	3	0	37	37
04 05A Batcave Batgirl	3	0	36	36
04 05B IceHeist	9	5	34	34
04 05C Observatory Freero...	0	0	33	33
04 06 Observatory	4	0	31	31
04 07 ChapterFourWrap	1	0	30	30

Chapter 5				
State	Started	Quit	Complete	Count
Mission Name	Count	Count	Count	Count
05 01 DecoyJokers	0	0	30	30
05 02 TumblerChase	0	0	30	30
05 03 TrackBane	0	0	30	30
05 04 Arkham Freeroam	16	5	18	18
05 05 ArkhamAsylum	2	0	17	17

Chapter 6				
State	Started	Complete	Abandoned	Count
Mission Name	Count	Count	Count	Count
06 01 Sol. Bane	0	14	0	14
06 01 Sol. Streets	4	15	1	1
06 01 Sol. Talia	3	15	2	2

Console Difficulty Executable

Side Activity Coverage Overview



Catwoman Heists				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
OG01 Heist 00	5	0	0	0
TC01 Heist 00	4	0	0	0
OG02 Heist 01	3	0	0	0
CI NT01 Heist 01	0	0	36	36

Escaped Zoo Animals				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
OG02 Zoo 00	12	0	0	0
TC TC01 Zoo 00	10	0	0	0
OG02 Zoo 02	7	1	0	0
OG03 Zoo 01	4	1	0	0
OG02 Zoo 01	4	0	0	0
TC TC01 Zoo 01	4	0	0	0
Zoo Animal Black Bear	4	1	0	0
GVRP Zoo 01	3	0	0	0
NT01 Zoo 00	3	0	0	0
NT01 Zoo 01	3	0	0	0
NT01 Zoo 02	3	1	0	0
OG01 Zoo 00	3	0	0	0
CAAC Zoo 00	2	0	0	0
Escaped Zoo Animal Sloths	2	0	0	0

Killer Croc				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
NI EEAM Croc 00	3	0	0	0
CI GVRP Croc 00	0	0	36	36

Photofit				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
SI OG03 Photofit 00	9	0	0	0
SI CAAC Photofit 00	6	0	0	0
SI OG02 Photofit 01	4	0	0	0
TC01 Photofit 02	4	0	0	0
SI OG01 Photofit 02	3	0	0	0
CI NT01 Photofit 01	2	0	0	0
01 03 Photofit 00	0	0	55	55

Poison Ivy				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
OG01 Plant 01	3	7	0	0
TC TC01 Plant 00	5	0	0	0
CI NT01 Plant 00	3	0	0	0
NI EEAM Plant 00	3	0	0	0
NI EEAM Plant 01	3	0	0	0
GVRP Plant 01	2	0	0	0
SI CAAC Plant 00	2	0	0	0
GVRP Plant 00	1	0	0	0
SI CA01 Plant 00	1	0	0	0

Ratcatcher				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name	Results	Results	Results	Results
4	0	0	0	0
No Results				

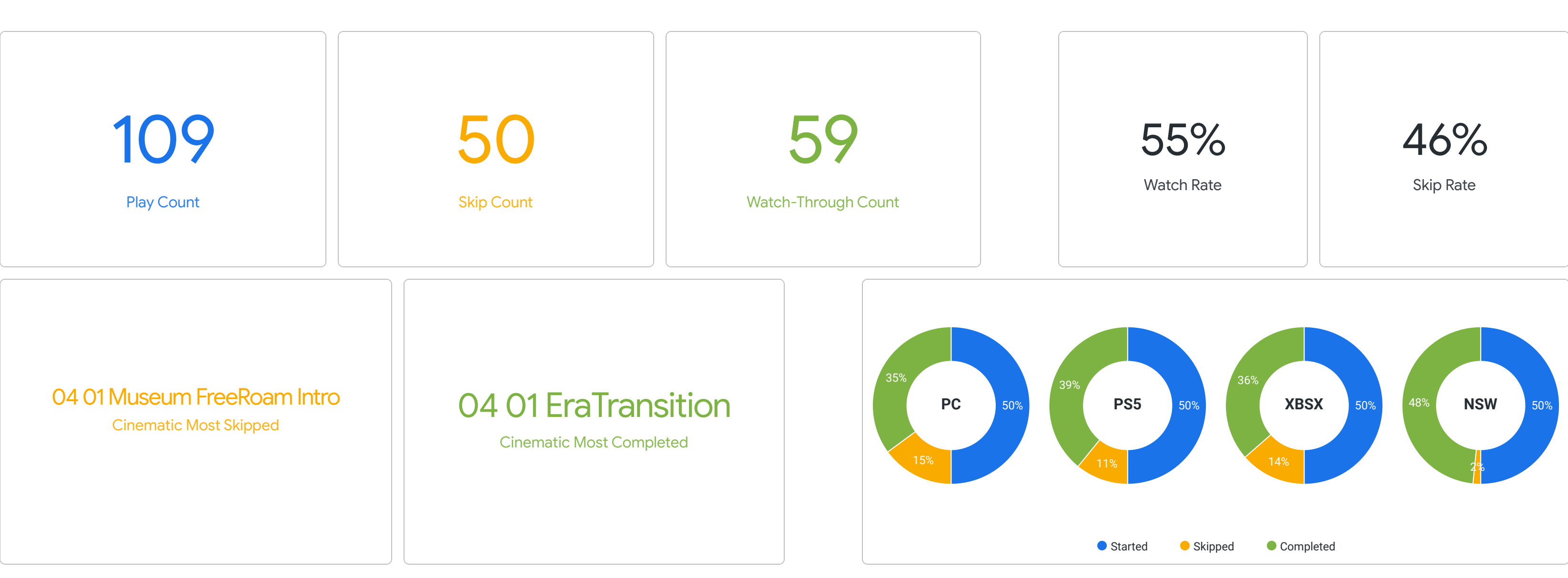
Fast Travel Unlock				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Mission Type	Results	Results	Results
SI OG01 - Event	6	1	0	0
CI NT01 - Event	4	2	0	0
NI EEAM - Event	4	1	0	0
SI OG02 - Event	4	1	0	0
SI OG03 - Event	4	1	0	0
SI CAAC - Event	2	1	0	0
GVRP Fa - Event	1	1	0	0
SI CA01 - Event	1	1	0	0

Riddler vs Cluemaster				
State	Started	Number of Results	Complete	Number of Results
Edited Mission Name 4	Results	Results	Results	Results
EEAM Puzzle Room 00	1	0	0	0
NT01 Puzzle Room 01	0	0	36	36

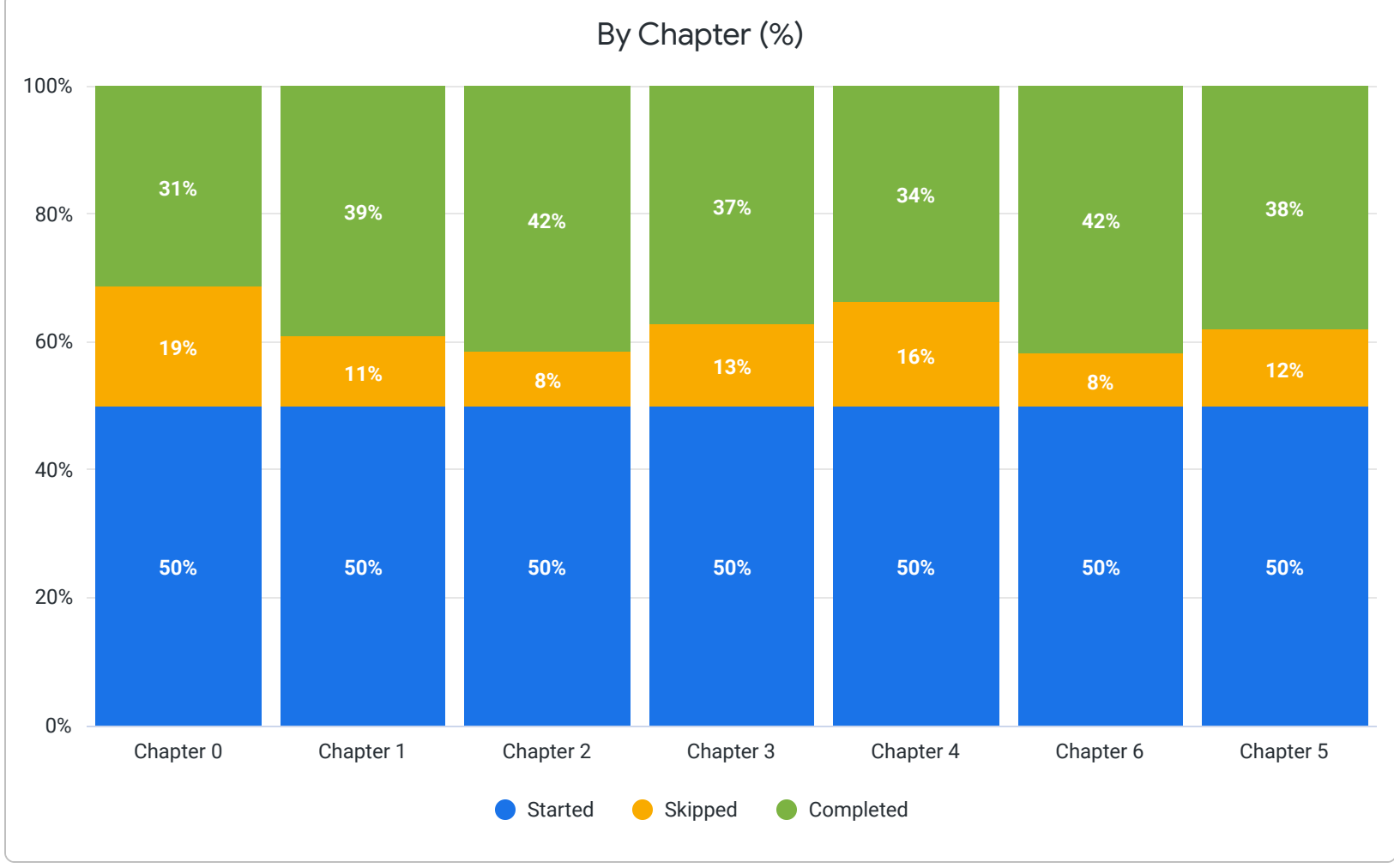
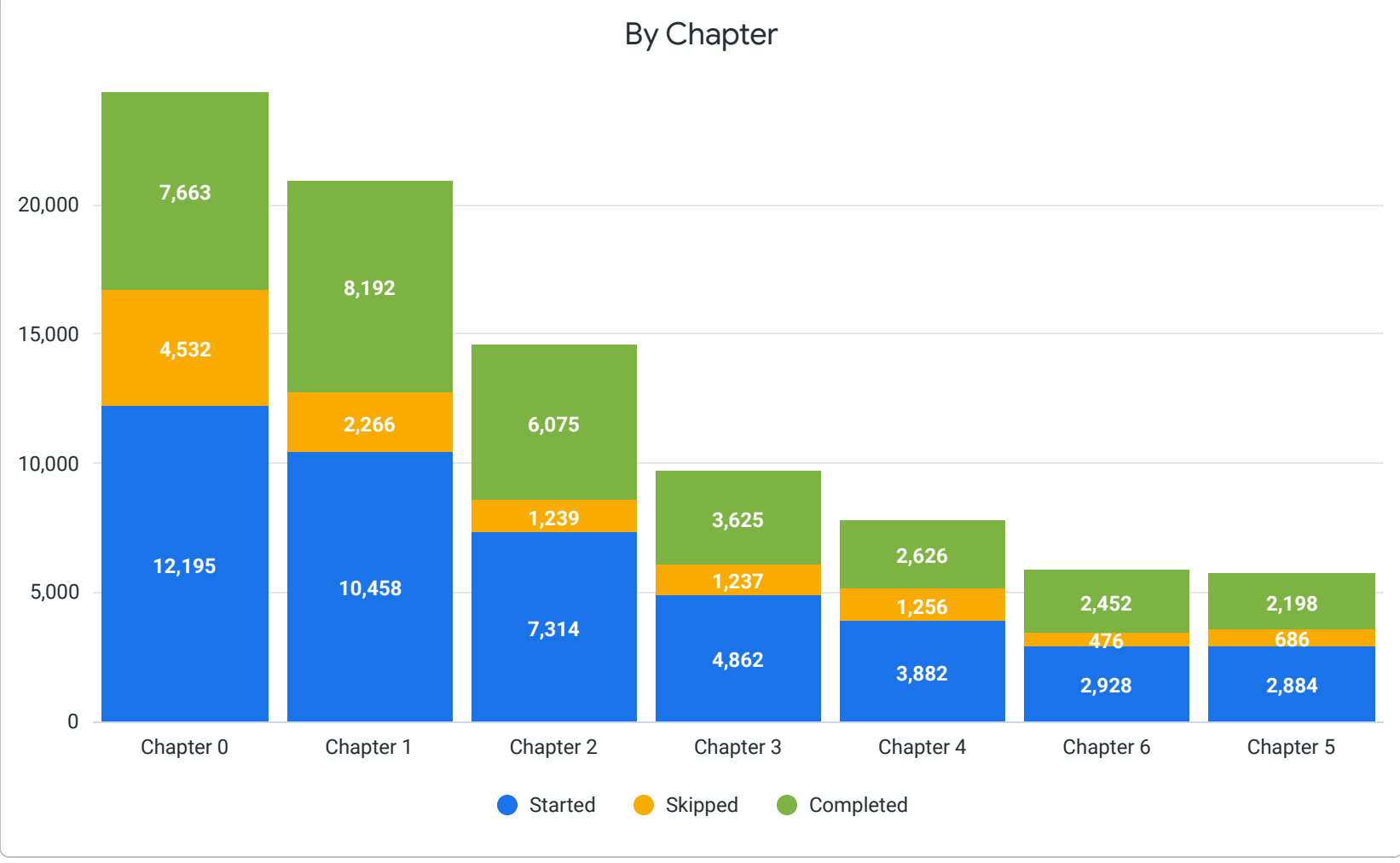
Two-Face				
State	Started	Complete	Number of Results	Results
Edited Mission Name 4	Results	Results	Results	Results
03 02 CircusTwoFace	0	0	37	37

Console Difficulty Executable

Cinematic Validation Coverage & Skip Behavior



Cinematic Coverage Detail - By Chapter



Cinematic Name		Started	Skipped
1	00 00 Frontend	3	2
2	00 01 WayneManorGround	1,060	419
3	00 01 WayneManorGround	727	204
5	00 01 WayneManorGround	652	201
6	00 01A CrimeAlley Intro	717	254
7	00 02 FalconeConfrontat	700	285
8	00 02 FalconeConfrontat	532	174
9	00 03 MountainClimb Inter	547	104
10	00 03 MountainClimb Out	421	104
11	00 04 NandaParbat Intro	420	52
12	00 04 NandaParbat Midtr	441	122
13	00 04 NandaParbat Midtr	366	93
14	00 04 NandaParbat Midtr	372	102
15	00 04 NandaParbat Midtr	370	102
16	00 04 NandaParbat Midtr	353	119
17	00 04 NandaParbat Midtr	360	108
18	00 04 NandaParbat Midtr	443	96
19	00 04 NandaParbat Outro	433	134