

Test Summary

Project: Game Jam

Version: Release

Test cycle: Blockade_1.0.zip

Date: 29 December 2025

Prepared By: Mahoney Ejeh

Objective

I tested the in-game shop, UI and performance of a game called blockade from the Brackeys Game Jam because I wanted to test a Game Jam game and try to create clearer reproduction steps.

Test Approach

I did performance testing, UI testing and functional testing. I used a Windows PC with mouse and keyboard, my main browser was Bing on Microsoft Edge and the tools I were using was excel, word, jira, git/github.

Test execution

STATUS	Failed	Failed	Passed	Passed	Ok But	Passed	Failed	Absent	Absent
Skipped								GJ-8	GJ-9
Executed	GJ-1	GJ-2	GJ-3	GJ-4	GJ-5	GJ-6	GJ-7		

GJ-8= In-game items can only be brought with in-game currency.

GJ-9= All upgrade paths are available to the player.

Defects

STATUS: Open	Moderate
GJ-1	Critical
GJ-2	Minor
GJ-7	Minor

Key issues

The key issue is that the performance dip at the later levels really sours the experience of the whole playthrough.

Suggestions

The UI setting can be removed as it is only a cosmetic change and unnecessary.

The game needs to be optimized from scratch since the dev mentioned the code is a mess.

Conclusion

The game is ready for release with minor known issues.