Additional tasks

*>****Exercise 2:***

*Please, describe in free form what are your first steps when you start testing a new project.*

When enrolling in testing a new project, there are several mandatory steps to take:  
- Get to know the project. To do that, one should study the technical assignment, design, concept and project documentation.   
- Get to know the team. Meet one’s immediate line manager, meet the rest of the team, figure out the areas of responsibility and the ways of communication. Study the Communication plan if there is one, if there is none - ask the manager how to interact in case of various requests, questions and tasks, how the processes are managed in the company.

- Get onboard. Request an onboarding session with the line manager or project manager and walk through the project to figure out its current stage and the expected result. Ask about current issues, processes, ways of interfacing to get around better.   
- Study the test plan carefully. Test plan describes the schedule, resources and features of testing for the particular project.   
- Remember - there are no stupid questions, especially in QA. If something is not clear - ask more, until getting to the bottom of the issue. It is always hard to start anew, but there is a team around (at least they work longer than you do in company). Every project is unique, and people around you are changing and learning every day, evolving together with the project.

*>****Exercise 3:***

*Please tell us about your gaming experience - what games have you played and enjoyed the most and what upcoming titles are looking forward to.*

*Please tell us about your favorite games and your achievements, it could be anything. PvP \ PvE \ anything you’d like to tell us.*

In fact, I have a lot of gaming experience.

My very first game was Doom 2 back in 1999 (I was 5 yo).

I would like to highlight some of my favorite titles, old and new ones:

* Warcraft III. One of the best RTS of all times.
* S.T.A.L.K.E.R. Despite tons of bugs after release, it’s still a cult and I expect the sequel on PS5 a lot.
* **Hearts of Iron IV**. My recent favorite, ultra global and unpredictable. Took several hundred hours from my life and left zero regrets.
* It Takes Two. If you haven’t played it - play it. You’ll find excellent game design, narrative and design. A masterpiece.
* Doom Eternal. Adrenaline-packed massacre with top soundtrack (Mick Gordon <3)
* Marc Ecko’s Getting Up - Contents Under Pressure. One of the most underestimated titles. It has a great rebel and artistic spirit packed with an awesome soundtrack and joyful game mechanics.
* Batman Arkham Series. The best superhero experience.

The titles I am expecting:  
- S.T.A.L.K.E.R. 2  
- Max Payne remake. Right in the childhood in 4K.  
- The next Mass Effect game. No idea what the DA Veilguard would actually look and play like, but I hope that Bioware will show what they are capable of (and what they learned from their failures as well).  
- Grand Theft Auto VI. Every GTA is a milestone in the game industry.  
- Star Wars Eclipse. I love games by David Cage (Fahrenheit, Detroit, Beyond Two Souls, Heavy Rain) and am curious how he will represent my favorite universe as an interactive adventure.

Frankly speaking, right now I am a little bit impaired with my gaming abilities. I always lack something - either time, money or hardware. And more and more I return to rather old games because current trends in the game industry (like service games, e.g. The Suicide Squad by Rocksteady) might be a lucrative thing from business point of view, but it does not help the other side - creative, experimental and free. Besides, PC gaming requires some serious hardware that I can’t simply afford.

I still love games, they have always been a special part of my life. That is why I would like to join Astrum and do the best thing - grow as a QA specialist and make video games to share emotions, narratives and experience with the audience.

Thank you for your attention and this opportunity to share.