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Introduction to Game Testing

Master the essentials of game testing for quality assurance.

DEFINITION

Game testing is the process of evaluating a video game to identify bugs and ensure it meets quality standards. It involves playing the game in various ways to find issues before release.

KEY CONCEPTS

Types of Testing

Includes functional, performance, and usability testing to cover different aspects of the game.

Test Cases

Specific scenarios designed to check if game features work as intended.

Bug Reporting

Documenting issues found during testing, including steps to reproduce and severity.

Playtesting

Involves real players testing the game to provide feedback on gameplay experience.

Regression Testing

Re-testing the game after fixes to ensure new changes didn't introduce new bugs.

EXAMPLES

- Testing a new level for glitches before launch.
- Creating a test case for character movement mechanics.
- Conducting playtests with target audience for feedback.

MEMORY TIPS

- ★ Remember 'Bugs in the game, fix before fame' to emphasize the importance of testing.
- ★ Use the acronym 'T-B-P' for Types, Bugs, Playtesting.
- ★ Visualize a checklist: Test Cases, Bug Reports, Playtesting, Regression.

COMMON MISTAKES

- ✗ Neglecting to document bugs properly.
- ✗ Overlooking playtesting with actual users.
- ✗ Failing to retest after fixes are applied.

QUICK RECAP

Game testing is crucial for ensuring quality in video games. It involves various testing types, creating test cases, and thorough bug reporting. Always remember to include playtesting and regression testing in your process.