

Mobile Game Testing

Scoring/Responsing

- Scoring
 - Initial points
 - Initial resources
 - Initial strength/youve
 - Life is full
- Responsing
 - Strength
 - Difficulty
 - Cost
 - Resource
 - Enough resources to avoid enemies
 - Progress/Obstacles is avoid

Game Controls and Device Capabilities

- Touch
 - Position on screen
 - Sensitivity
 - Reverse
 - Internal
 - Opposite
 - Left/Right
 - External Keyboard
 - Bluetooth
 - Different keys
 - Other control configuration
 - Touch vs. device movement/gestures
 - External position
 - APC
 - Circle
 - GPS
 - QuADR
 - Device capabilities used in the game
 - Accelerometer
 - Proximity
 - Orientation
 - Barometer

Sounds/Videos

- Types
 - Misc
 - Effects
 - Music
 - Music Effects
 - Music Effects
- Controlling sounds
 - Controlling volume
- Tapping outside game area
 - Intentional change level/energy
- Special sounds might still play on mute
- Missing sounds effect
 - Missed playing
 - Notifications
 - Other sounds
 - Phone calls
- Videos displayed
 - Performance
 - Quality
- Performance
 - Memory consumption
 - GPU
 - RAM
 - Touch with bar and device
- Formats
 - Supported by device
 - Not supported by device

Game Characters/quests

- App Rating
 - Important for Apple Review
 - Should not
 - Should not fail
- Reviews
 - Should not fail
 - Should not
 - Should not fail
 - Should not fail
 - Should not fail
- Analytics
 - Should not fail
 - Should not fail

Linux

- Looking bars
 - "Medicine" based
 - Time based
 - From a hand
- Wearing bars
 - Time based
 - From a hand
- Looking life
 - Time based
 - "Medicine" based
- Percentage
 - Recovery

Multislayer Modes

- Fights
 - Game Center Integration
- Scores
 - Real time
 - Tier based
- How
 - Online Games
 - Bluetooth
 - Local network
 - How many users
 - Overall game performance

Characters

- Observation
 - Invisible
 - Impossible to pass
 - In irrelevant places
 - Visible but not observing
 - Will you not walk through
 - Have you don't fail etc.
- Enemies
 - Strength
 - Too strong
 - Too weak
 - Too soon
 - Movement
 - Places where they get stuck
 - How avoid on the ground?
 - How start do they bypass/obvise with you?
 - AI
 - Attributes Strength
 - Too strong
 - Too weak
 - Too soon
 - Speed
 - Endure
 - Strength
 - Stamina
 - Intelligence
 - Aggressiveness
 - Life
- Hero/Minion characteristics
 - Attributes
 - Strength
 - Stamina
 - Intelligence
 - Aggressiveness
 - Life
 - Movement
 - Places where they get stuck
 - How avoid on the ground?
 - How start do they bypass/obvise with you?
 - When it happens
 - When it happens
 - When it happens
 - When it happens
 - When it happens
 - COLLISION
 - When it happens
 - When it happens
 - When it happens
 - When it happens

Level

- Difficulty
 - Crushed
 - Not too easy
 - Not too difficult
 - Ask developers for way to "test" a level and feedback
 - TAKE CONSIDERATIONS
- Walkthrough
 - To be done with ALL CHARACTER/ROLES
- Maps
 - Checklist
 - Map Exploration
 - Uncovered spots
 - Spots that cannot be discovered
 - Ministry
 - Obstacle
- Entrance
 - Checklist
 - Uncovered spots
 - Spots that cannot be discovered
- Subtasks
 - Checklist

AppStore/GooglePlay

- Pay to
 - At different times in the game
 - Canceling
 - Unhook more features
 - Other
- At different times in the game
 - Canceling
 - Unhook more features
 - Other
- At different times in the game
 - Canceling
 - Unhook more features
 - Other
- At different times in the game
 - Canceling
 - Unhook more features
 - Other
- At different times in the game
 - Canceling
 - Unhook more features
 - Other
- At different times in the game
 - Canceling
 - Unhook more features
 - Other

Game Center/GooglePlay

- Game Center Integration/IOS
- Google Play Integration/Android

Ads

- General
 - Position on screen
 - At different times in the game
 - Overlapping with UI they see over the screen
 - Frequency
 - Interruption
- Platforms
 - Google AdMob
 - Web (on iOS only)
 - LeadBot
 - Other (smaller)
 - AdMob on iOS only
- If AdMob not available in user country/location
 - Address redirection

Resources

- Coin
 - Money value?
 - Integration to Mobile Store
 - Monet Resources
 - Wood/Stone etc.
 - One resource for another
 - Exchange rate from other players
 - Exchange rates with other players

3D Platform

- Camera
 - DPOV angle
 - Movement - locked?
 - Fast changes of angle
- Control
 - Control
- Movement
 - Hover

2D Platform

- Game difficulty and interest
- Platform
- Equip/Tooling
- Tap and movements

Social Media Integration

- Share profiles
 - Facebook
 - Twitter
- Share high scores and badges
 - Facebook
 - Twitter
- Share Leaderboard
 - Facebook
 - Twitter
- Share info as the game
 - Facebook
 - Twitter
- Invites for sharing?
 - Facebook
 - Twitter
- Leaderboard
 - Permissions
 - Automated shares
 - Playing with friends
- Extra points/Votes
 - Benefits

Physics

- Gravity
 - On each element
- Density
 - On each element
- Velocity
 - On each element
- Changes in game element properties
 - Slidy
 - Slippery
 - Smooth
 - Rough
 - Controlled/influenced by?

Graphics/Visual

- Visual elements overlapping
- Missing elements
- Missing content/bug/typo/etc.
- Unusual rendering