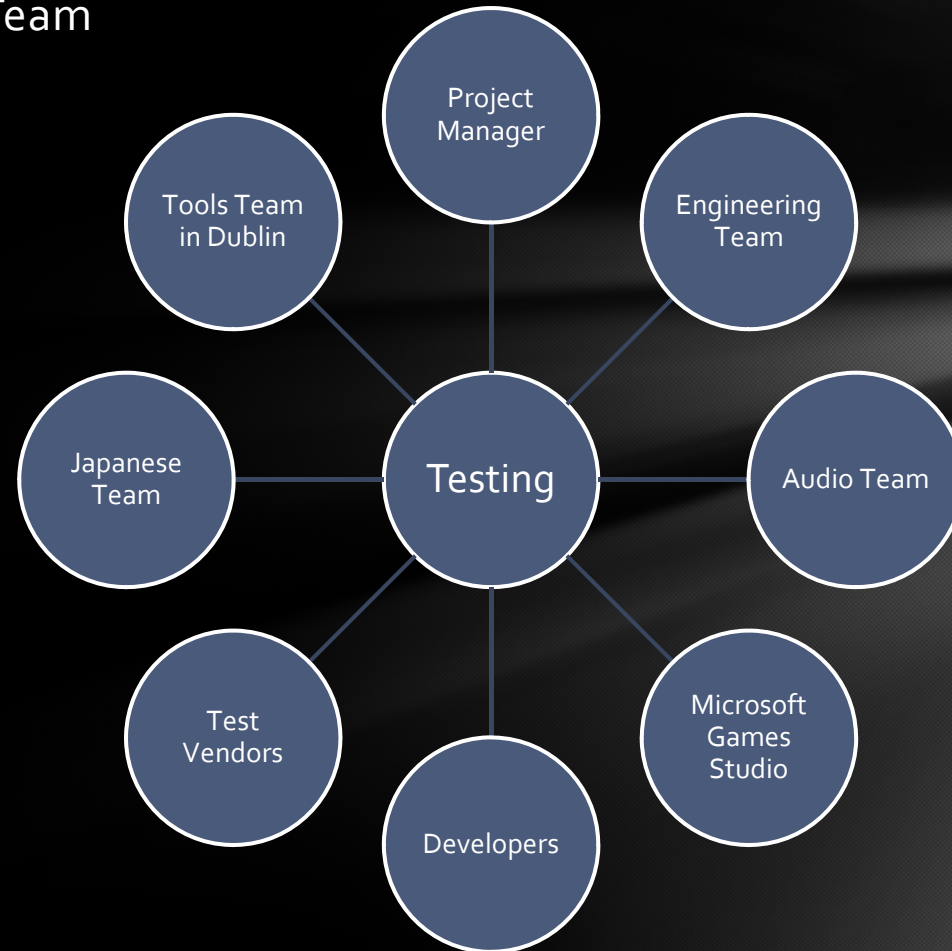


PS&L Ireland Test

Alan Davis

Introduction

MGS Ireland Test Team



Games Localisation/Localization

What is Games Localization Testing?

"Game localization or game globalization refers to the preparation of video games for other locales. This adaptation to the standards of other countries covers far more than simply translation of language. There are different areas, such as linguistic, cultural, hardware and software, legal differences, graphics identity and music. Globalization refers to general Eastern/Western variations, while localization refers to several regional sub-divisions within the globalization"

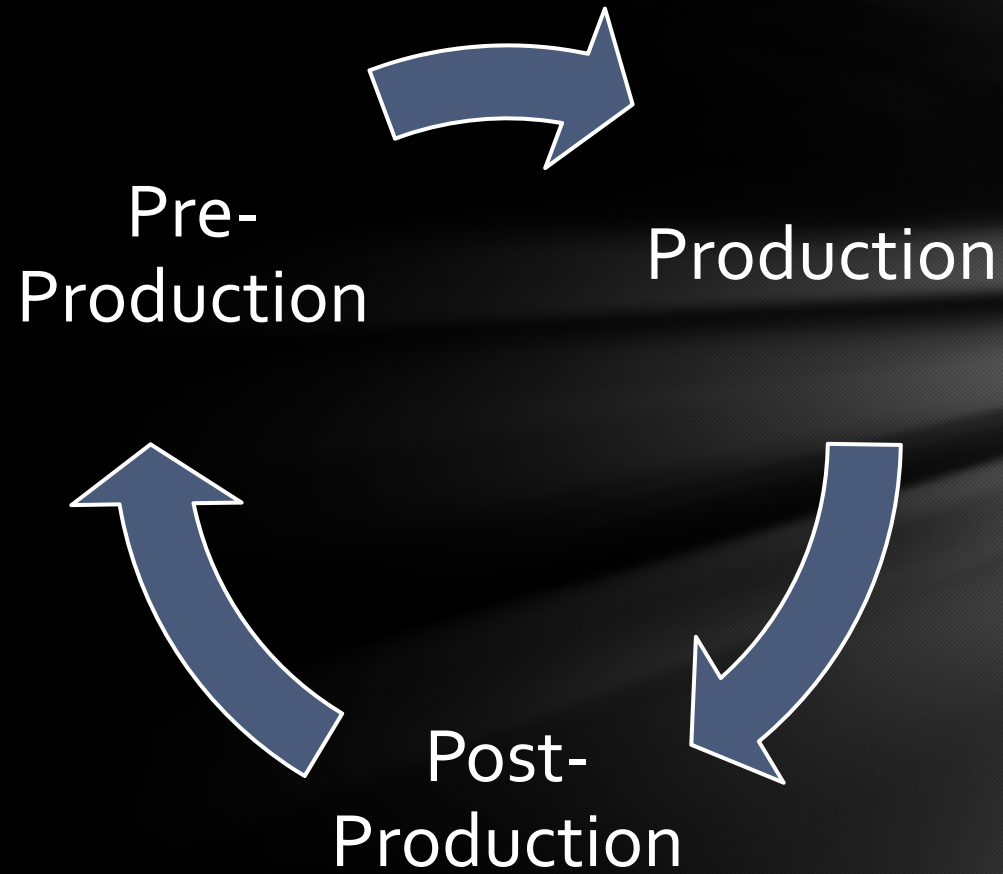
Our Product Releases



A Typical Project / Challenges

- 20,000 lines of dialogue or 70,000 words to review, across up to 16+ languages
- 20,000 subtitles to Review across 16+ languages
- 5,000 to 15,000 words of GUI across 16 languages
- Cinematics
- Achievements
- Playthroughs
- Setup Testing
- Compressed Loc Test Schedule
- Use Native Language testers
- We utilise Test Support Technology

Games Test Phases



Pre-Production Phase

Project Planning

- Test Plan Creation
- Test Kit Creation
- Test Schedule
- Resource Plan

International Sufficiency Test Pass

- Pseudo LOC Pass
- Font Support
- Layout Issues
- Layout Issues

Production Phase....

During this phase the engineer will deliver a series of versions of the game (builds) to Test. This is when the real work begins and when we will see all bugs logged, fixed and then regressed before the project is released to Certification.

- All LOC languages will be tested in conjunction
- Testers will follow the test plan, schedule and test cases
- At the end of this phase all LOC Language must offer the same end user experience as the core game

...Production Phase

During this phase the *main* role of Loc Test is to LOG BUGS☺

- Code Issues
 - Broken Functionality, Character Support, Crash/ Hang, International Sufficiency, Missing Text or Non-Resourced Text
- Translation Quality
 - All in game text must be reviewed by the tester for each language, they are looking for **Consistency, Grammar, Mistranslation, Non-Translated Text, Punctuation, Spelling, Subtitle Mismatch, Suggestion** and **Terminology** issues
- GUI
 - All GUI must be reviewed for each language, ensuring that all the following types of issues are logged
 - **Cosmetic, Artwork, Layout, Overlaps, Text Wrapping & Truncation** issues

...Production Phase

Audio Quality

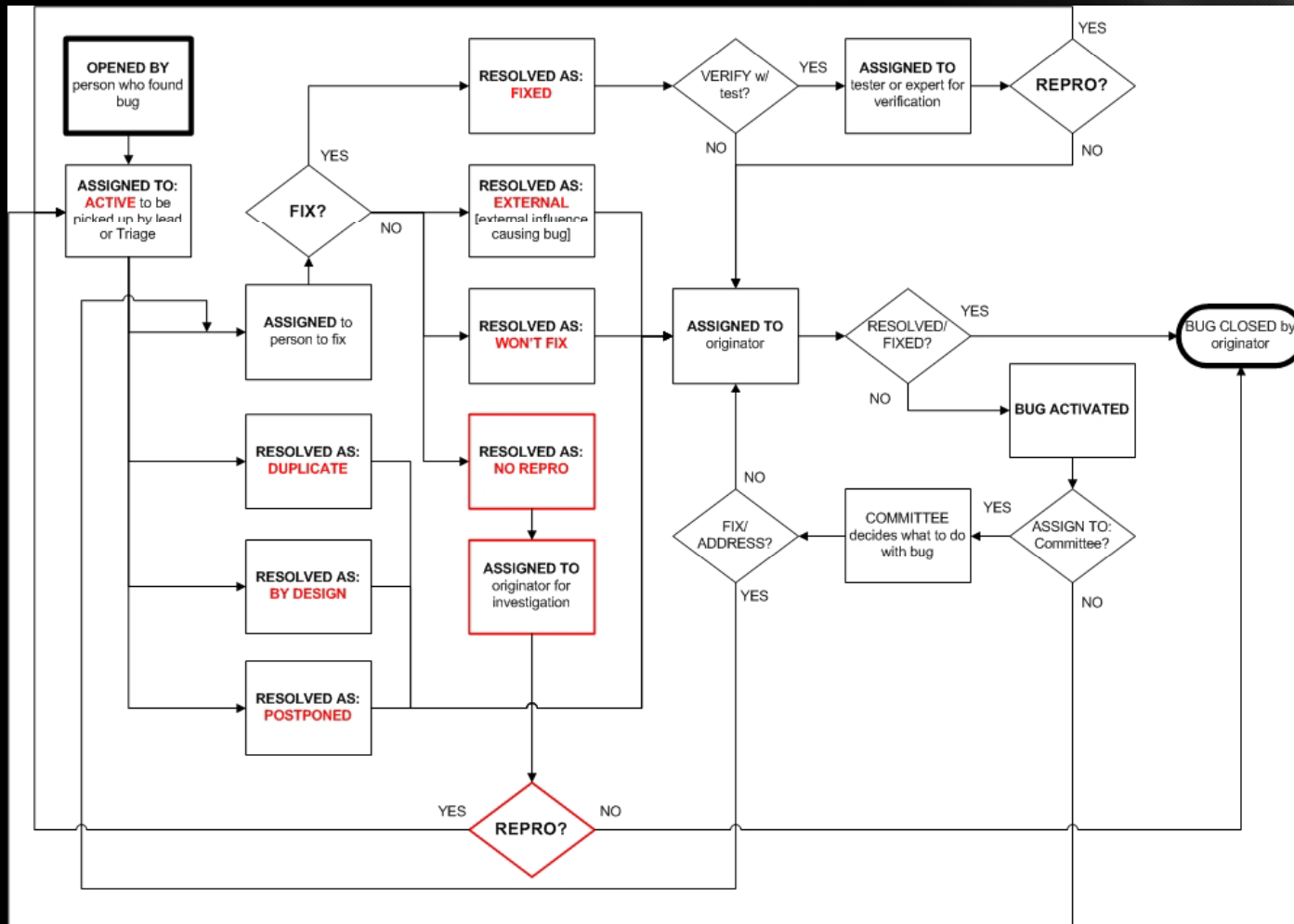
- All Loc Audio must be reviewed by Test.
- This is the most labour intensive part of testing. Audio must also be reviewed in conjunction with Subtitle Testing
- Issues found may result in re-recording
- The main type of bugs found during Audio Testing are:
 - Acting Performance, Content Mismatch , Missing Audio, Processing, Timing & Translation issue

Finding Bugs

Once Testing has started it is the role of the tester to follow the test plan and test cases in order to test the game for their language

- Testing is very mostly very targeted to specific areas
- All aspects of the game must be explored
- We utilise Test Support debug Tools to help us get through the content
- All languages will be tested in conjunction with each other
- All bugs are logged in a bug database

Bug Management



Post Production

Post Production

- Final media release Checks
- Project post-mortems
- DLC (mini projects)

PS&L Test Lead Skillset



Demo

Bug Management Tool

- Product Studio

Bug Examples

- Audio
- UI
- Translation

Questions?