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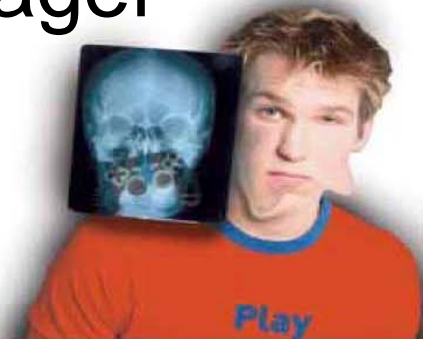
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Localisation Testing Introducing Your Games in a World Wide Market

LRC Summer School 2011 2nd June

Miguel Sepulveda – Studio Manager

Enzyme Testing Labs



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Agenda

- Benefits of localization
 - Sales evolution
- How to approach game testing
 - Building game testing cycle and phases
- Lessons learned from mistakes when testing games



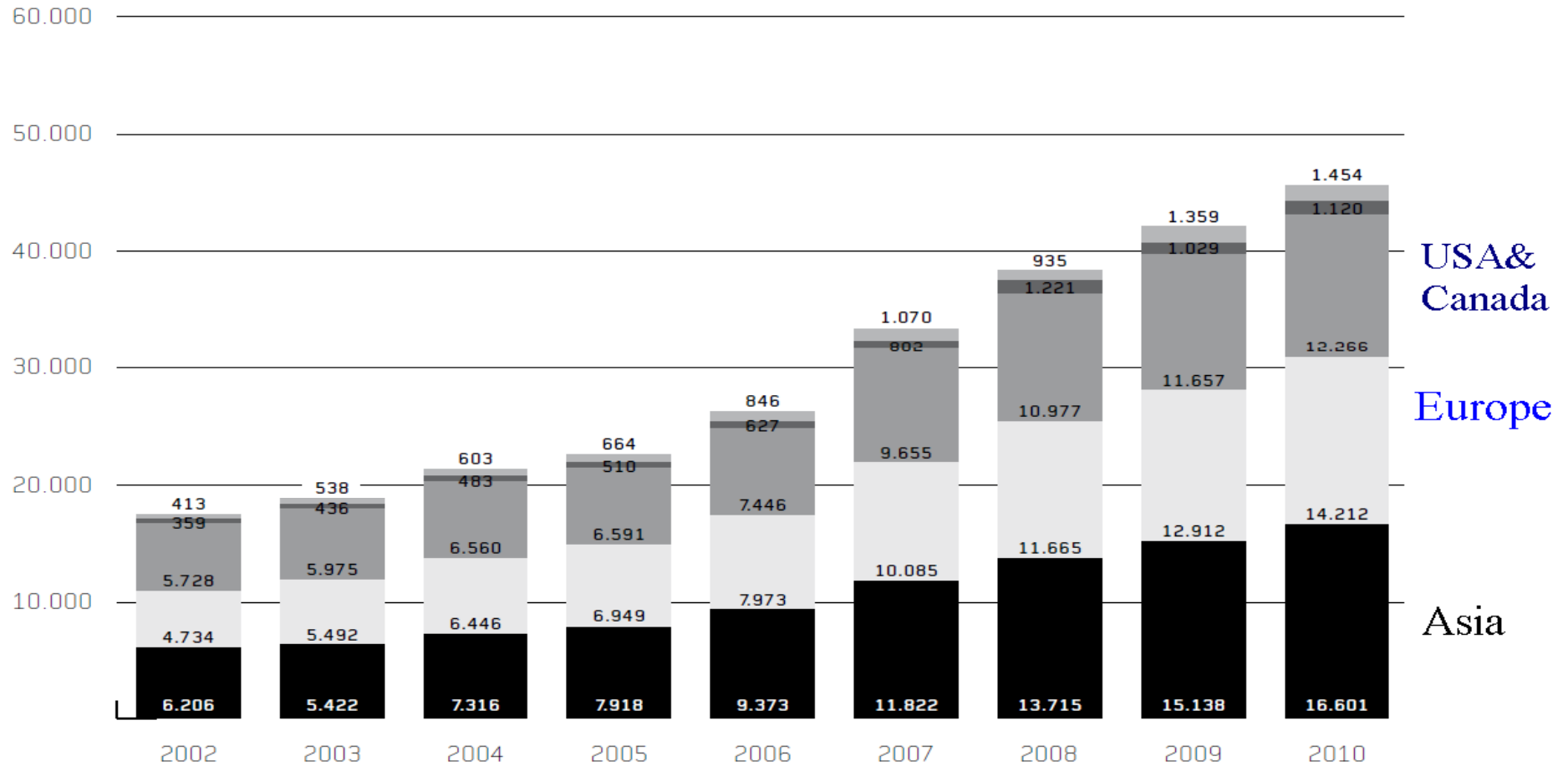
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Sales evolution



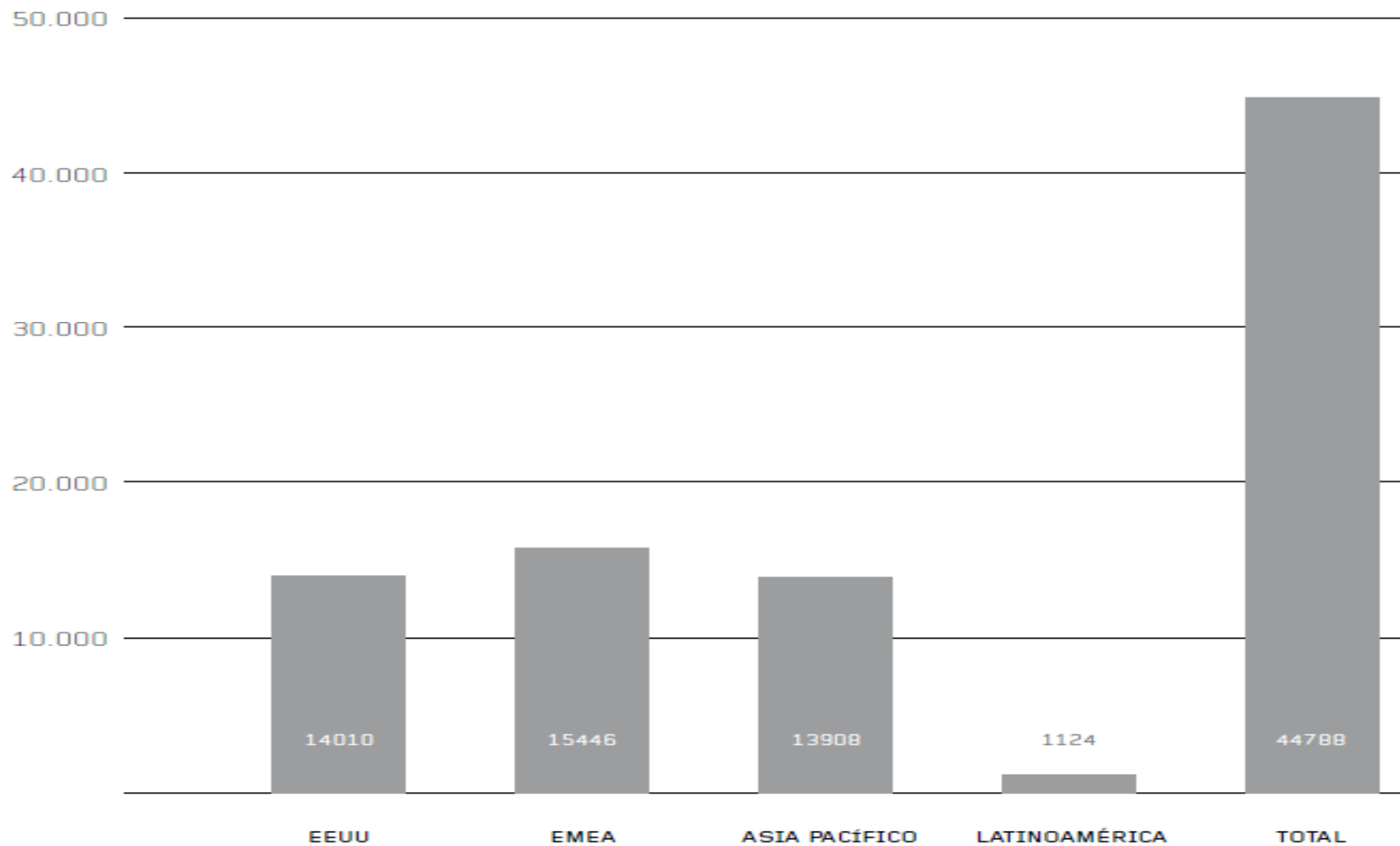
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2011 Forecast



Linguistic QA Testers



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A relatively insane person that must play a beta version of a game non-stop to find bugs and other flaws with high tolerance level

Good English level and mastering their native language plus their native culture

Critical of the quality, NOT the project.

Avid gamer who knows the difference between playing and testing.

Villains of the L10N industry



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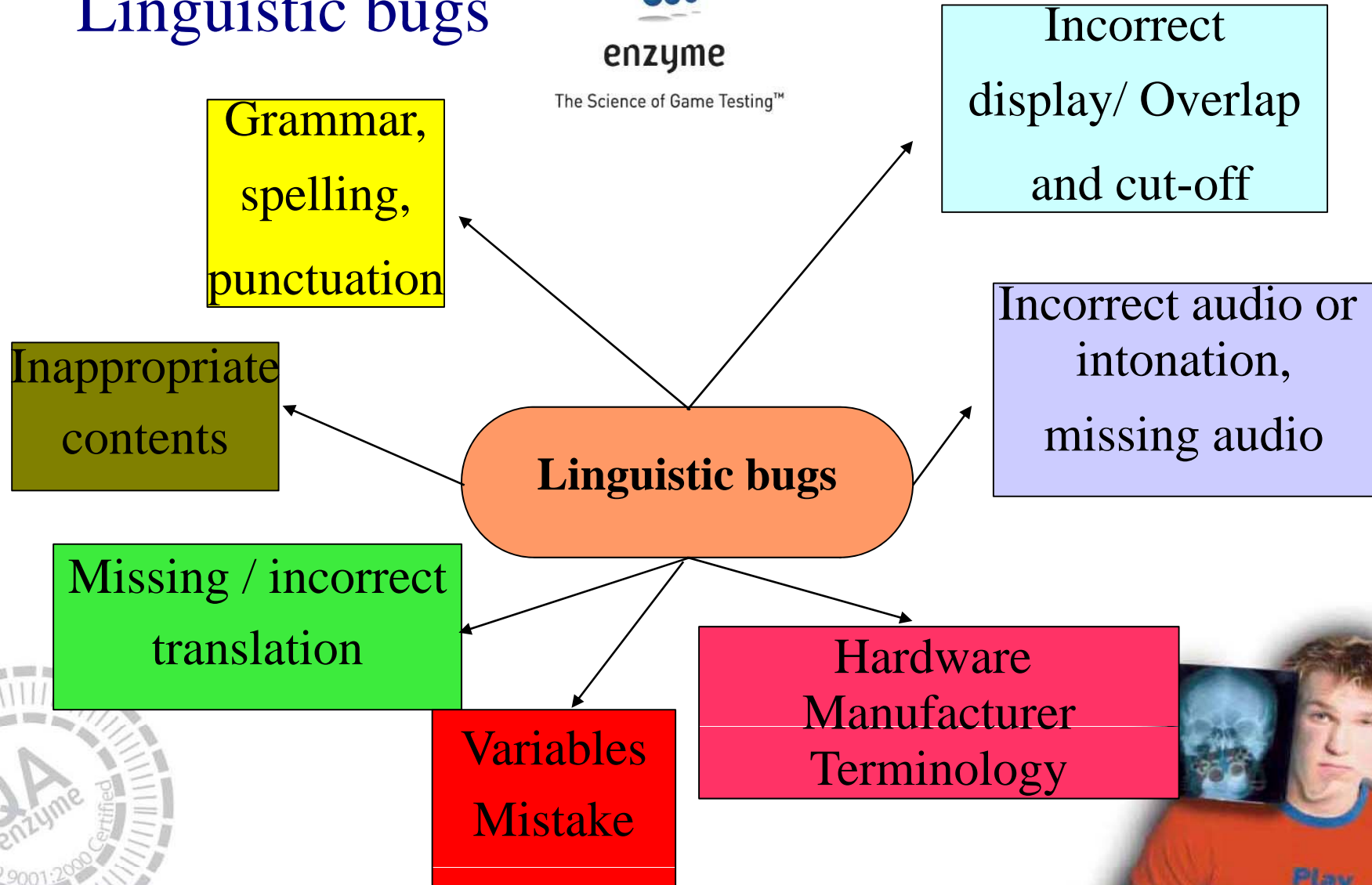


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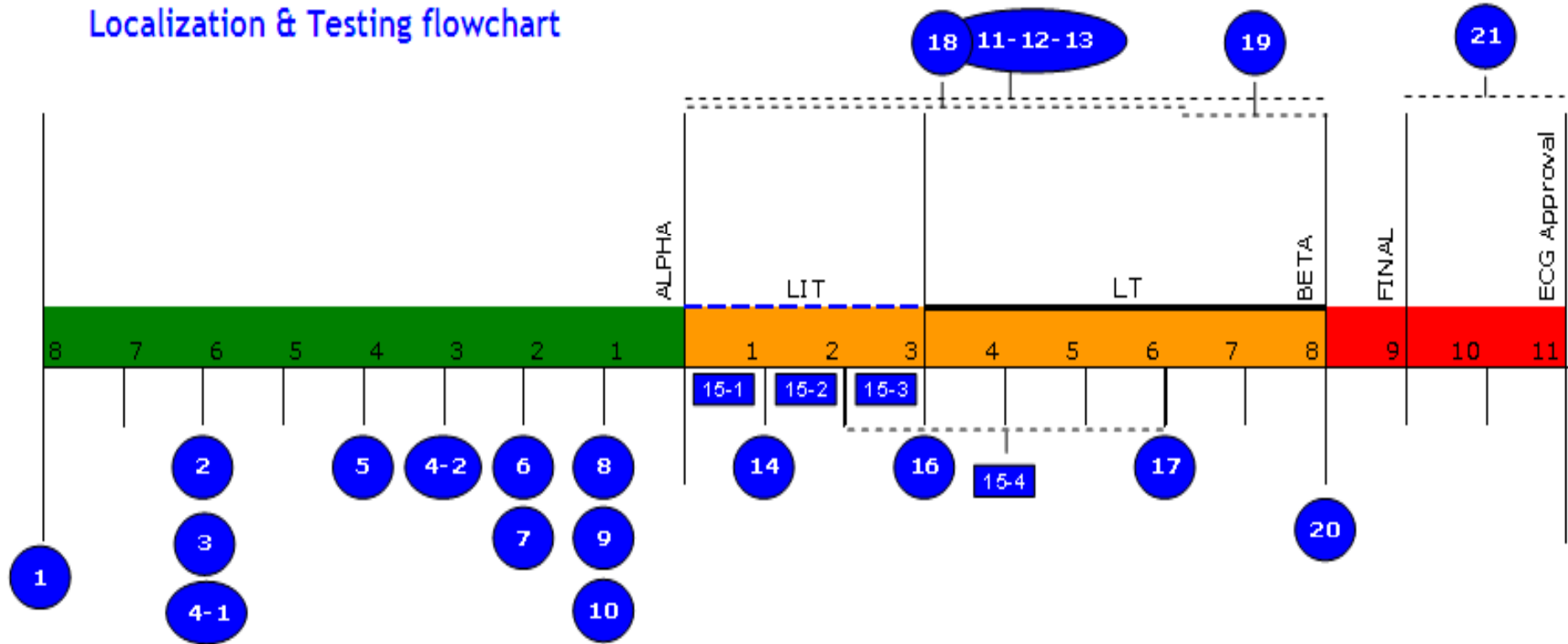
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Version 0.1

Linguistic bugs



Localization & Testing flowchart



PRE-ALPHA PROCESSES (pre-production)

- 1 Project Start up
- 2 Script Management
- 3 Cost Tracking
- 4 Build Pipeline Development
 - 4-1 Build Pipeline Proposal
 - 4-2 Build Pipeline Test
- 5 Recordings
- 6 Scheduling
- 7 Devtrack: Bug Flow Definition
- 8 Devtrack: Queries Set Up
- 9 Text DB Takeover
- 10 Tester Travel Doc

ALPHA PROCESSES

- 11 Build Testing Cycle
- 12 LQA Testing Responsibilities
- 13 LE Testing Responsibilities
- 14 Audio Post-Production
- 15 Asset Check During LIT
 - 15-1 Text DB
 - 15-2 Audio
 - 15-3 Art
 - 15-4 Video
- 16 Localization Verifiable Build Declaration
- 17 Video Post-Production
- 18 Daily Updates
- 19 Missing from LT (LT Daily Report)

BETA PROCESSES

- 20 ECG Checklists
- 21 ECG Submission



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Build Testing Cycle: Step 1 Hardware

- PS3 Test Kits
- Xbox Debug Kits
- Nintendo Debuggers & Emulators



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Building the Testing cycle - Sony

Needed Materials

- * Disc Image Generator (PS3 Generator Tools) on the PC
- * Master data files provided by the client
- * the .GP3 file provided by the client



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Nintendo NDS



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Necessary Material

- * DS Burner: IS-NITRO EMULATOR
- * DSi Burner: IS-TWL-DEBUGGER
- * DS & DSi Burner: IS-NITRO

WRITER

- * Software: IS-NITRO WRITER
- * DS Software: IS-NITRO-

DEBUGGER

- * DSi Software: IS-TWL-DEBUGGER
- * .SRL or .NDS file



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X360

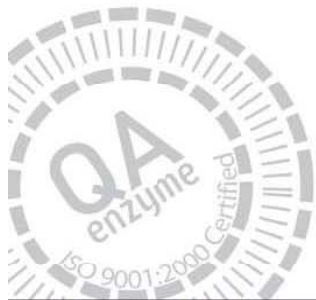


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Folder structure

- * \$SystemUpdate
- * Exe
- * pak
- * PDB
- * scripts
- * system
- * temp
- * video
- * file.XEX



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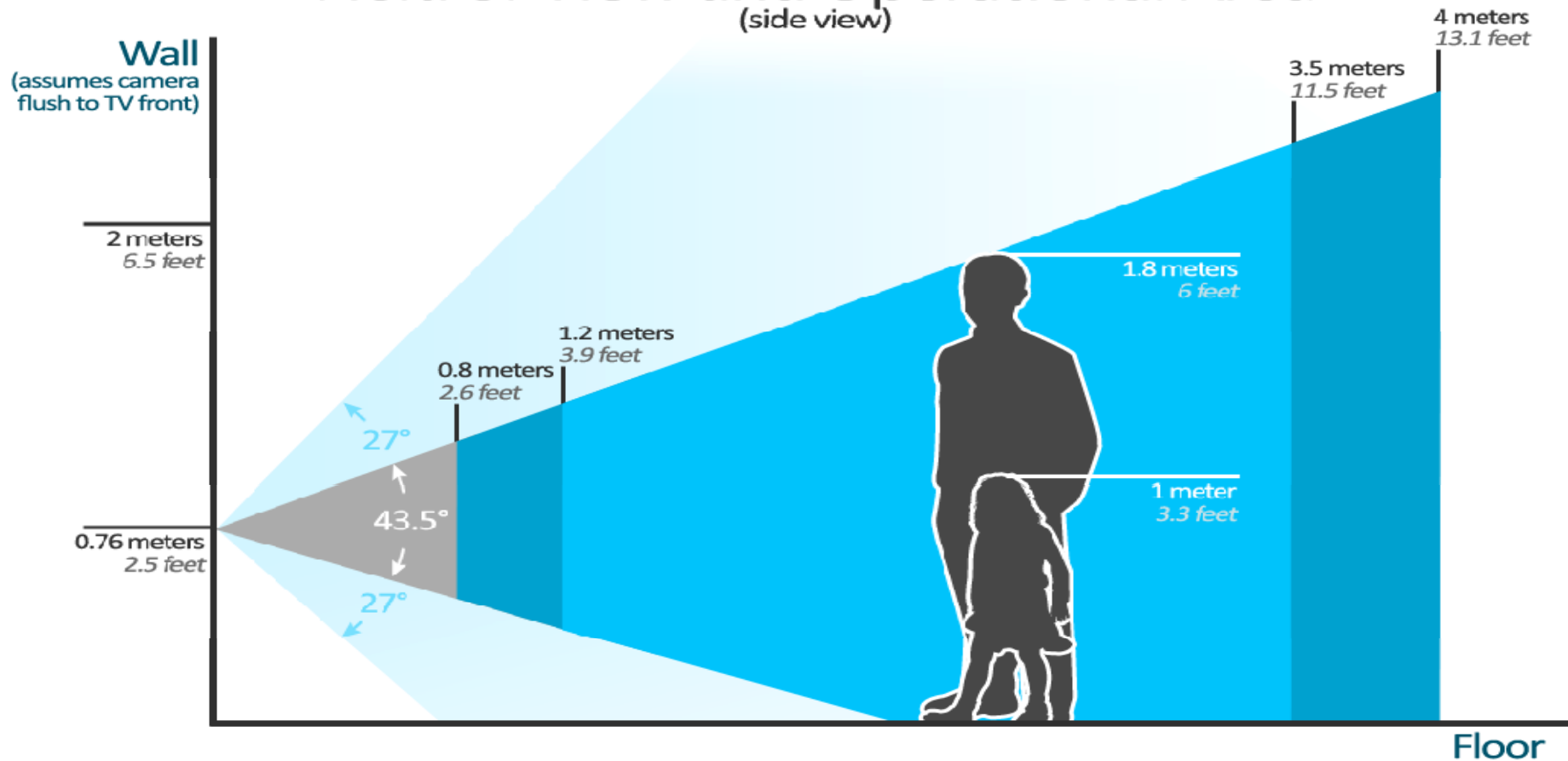


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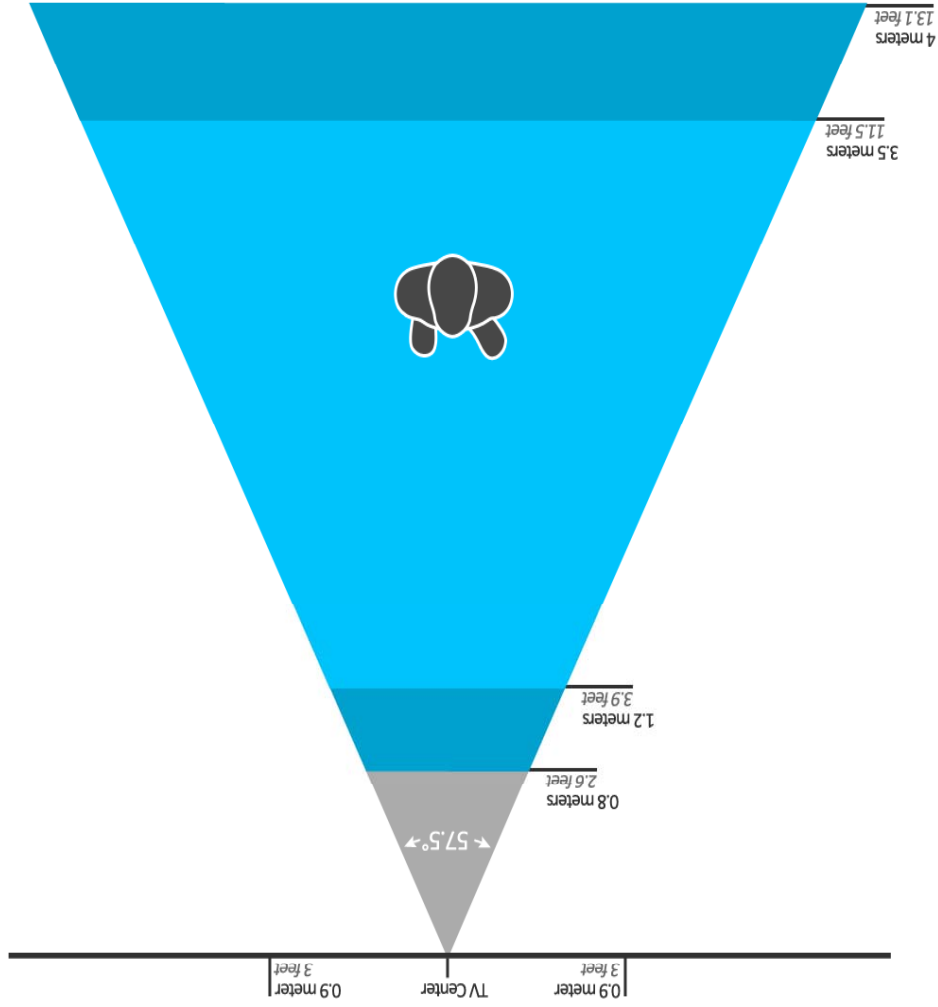
X360 Testing KINECT CHALLENGE

Field of View and Operational Area (side view)



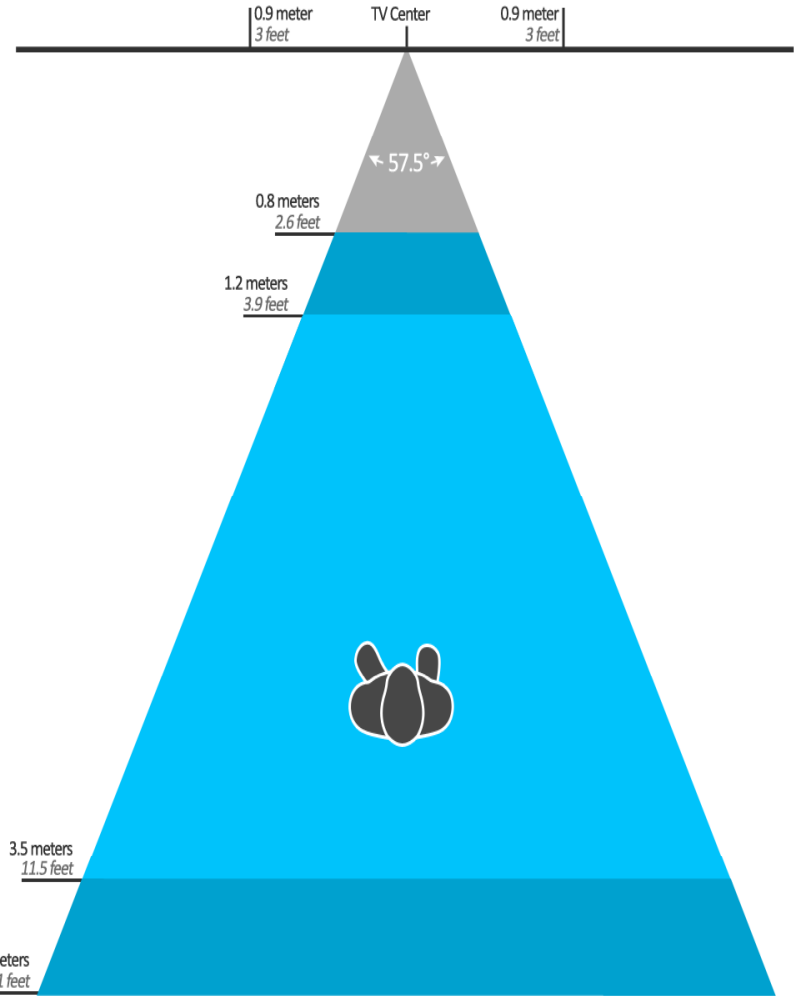


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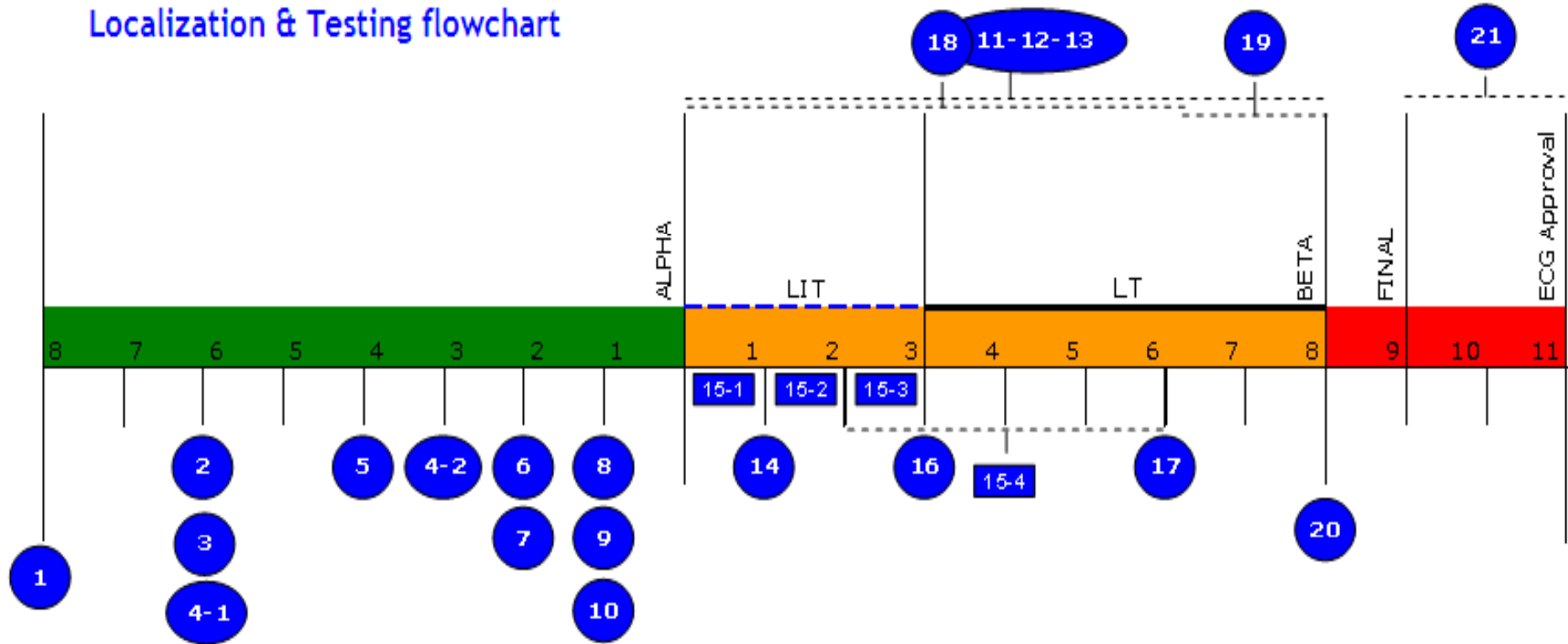


Field of View and Operational Area
(top view)

Field of View and Operational Area (top view)



Localization & Testing flowchart



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BETA PROCESSES

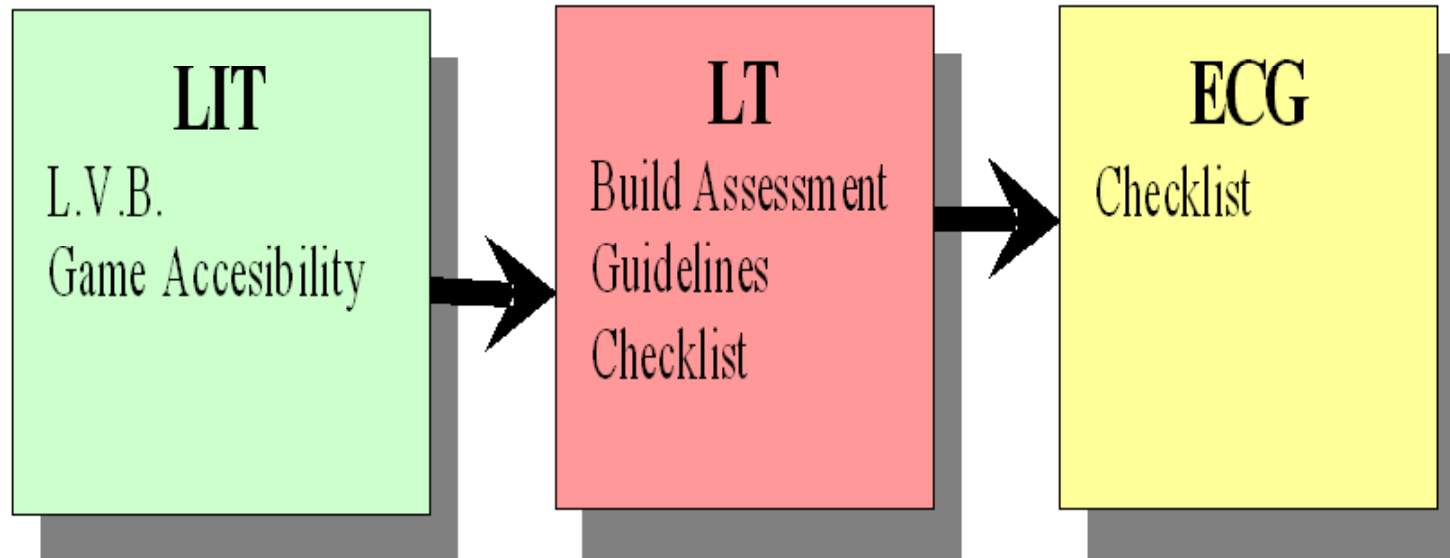
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Main Localization Testing Phases



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LVB Phase



LVB Report -

Project name

Report number: 0

Is Project name LVB?	No
Date:	miércoles, 06 de abril de 2005
Lead platform:	
Tested on:	

Projected LVB Date :	02/17/2005	Close
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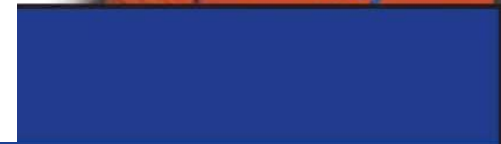
LVB CRITICAL TASKS SUMMARY (NEED FULL COMPLETION: 100%)

Results (critical tasks)	PASS	FAIL	TOTAL
Per task	0	17	17
Percentage	0%		

LVB SECONDARY TASKS SUMMARY (NEED TO HIT 75% COMPLETION)

Results (secondary tasks)	PASS	FAIL	TOTAL
Per task	0	22	22
Percentage	0%		

PRIORITY FIXES / CONCERNS



LVB - Sample



TASK ID's:		TITLE: Language Selection	
LS-1	All supported languages can be selected		No
LS-2	The languages are supported throughout the game		No
LS-3	The language boot-up/select works properly		No
SKU	STATUS	NOTES & BUG NUMBERS	
	FAIL		
ETA :			

TASK ID's:		TITLE: Functionality Status / Alpha declared / Online	
FS-1	All the game areas are fully accessible (except tutorials / late videos)		No
FS-2	Alpha has been declared by QA		No
FS-3	Online is fully accessible and Online text is localized (over 90%)		No
SKU	STATUS	NOTES & BUG NUMBERS	
	FAIL		

TASK ID's:		TITLE: Localized Assets	
LA-1	<i>Most of the text is implemented in the EE and EE (over 90%)</i>		N/A
LA-2	Audio is implemented and testable inside of the game (over 90%)		Yes
LA-3	Subtitles are implemented, localized and testable		No
SKU	STATUS	NOTES & BUG NUMBERS	
	FAIL		
ETA :			

TASK ID's:		TITLE: Foreign Unit Systems	
FU-1	Decimal separator		Yes
FU-2	Format of Measurements & Currency		Yes
FU-3	Date / Time		No
SKU	STATUS	NOTES & BUG NUMBERS	
	FAIL		
ETA :			



LT Testing



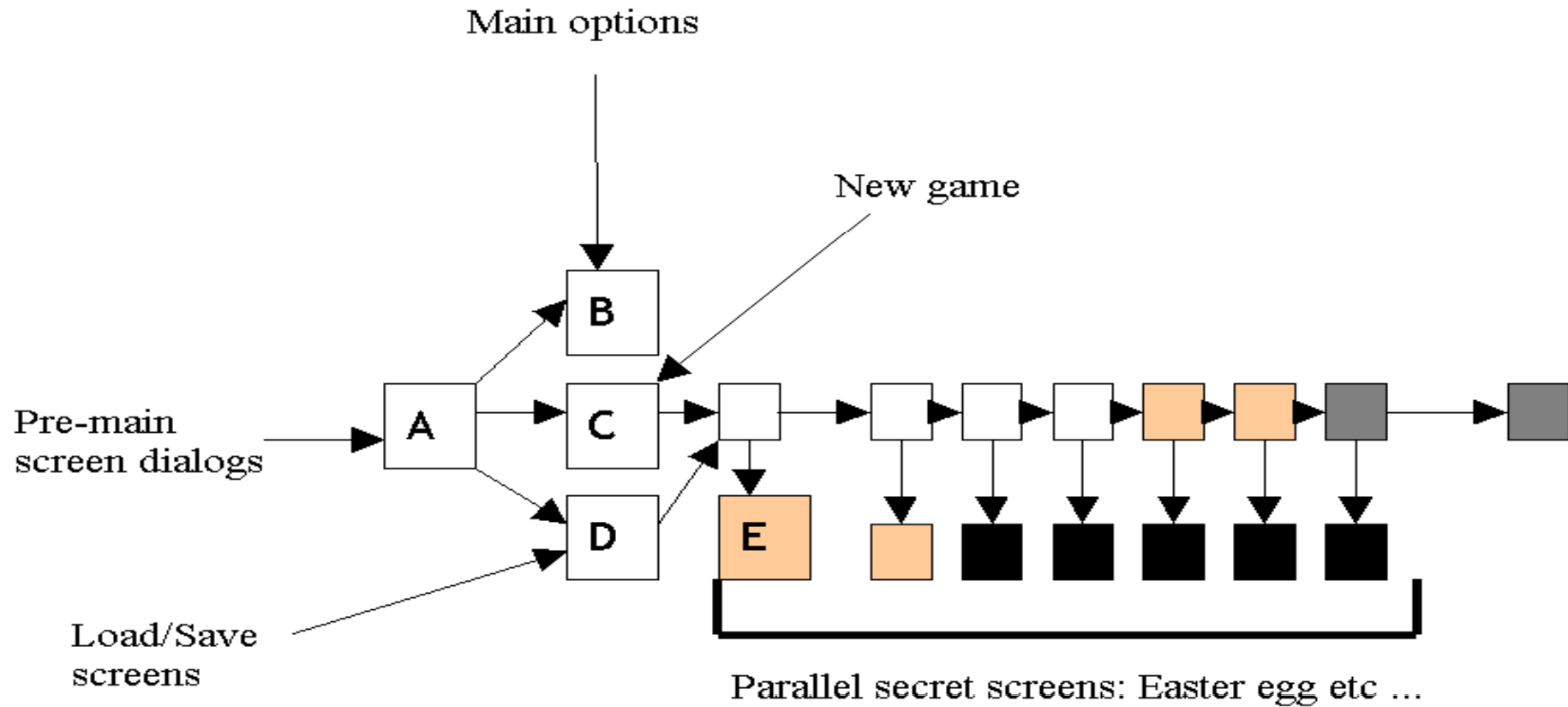
Medal of Honor: European Assault											
Game Accessibility											
Platform:	PS2	Build:		Language:	French	Date:		Tested by:			
								Loads	Crashes	Last good Build	Comments:
Pre Main Menu											
	Language Selection						Yes	No			
	Legals						Yes	No			
	Title screen						Yes	No			
	Select Profile						Yes	No			
		Intro Profile					Yes	Yes		Crashing in loading screen	
		Special characters				No	N/A				
Main Menu											
	Single Player						Yes	No			
		Select Difficulty					Yes	No			
		Controller Configuration					Yes	No			
		Shell	St. Nazarie				Yes	No			
				Petrol Sabotage			Yes	No			
				Partisan Rescue			Yes	No			
			Russia				Yes	No			
				Battle of Stalingrad			Yes	No			
			Operation uranus			Yes	No				
		Battle of the Bulge				Yes	No				
	Twin villages				Yes	No					
	The farm				Yes	No					
	North Africa				Yes	No					
		Hell froze over			Yes	No					
		Romans ruins			No	N/A					
		Operation Blindfold			Yes	No					
	Multiplayer	Split screen						Yes	No		
			Select Profile				Yes	No			
			Options				Yes	No			
		Game Type						Yes	No		
Axis vs Allies						Yes	No				
Light Encounters Team Play						Yes	No				
Light Encounters						Yes	No				
Objective						Yes	No				
			Face to Face			Yes	No				
			Blitzkrieg			Yes	No				
	Artillery Flag			Yes	No						
	Capture the Flag			Yes	No						
	King of the hill			Yes	No						
Catch Me			Yes	No							
Stolen Flag			Yes	No							
Nemesis			Yes	N/A							
Team Deathmatch			Yes	N/A							
Death Match			Yes	N/A							



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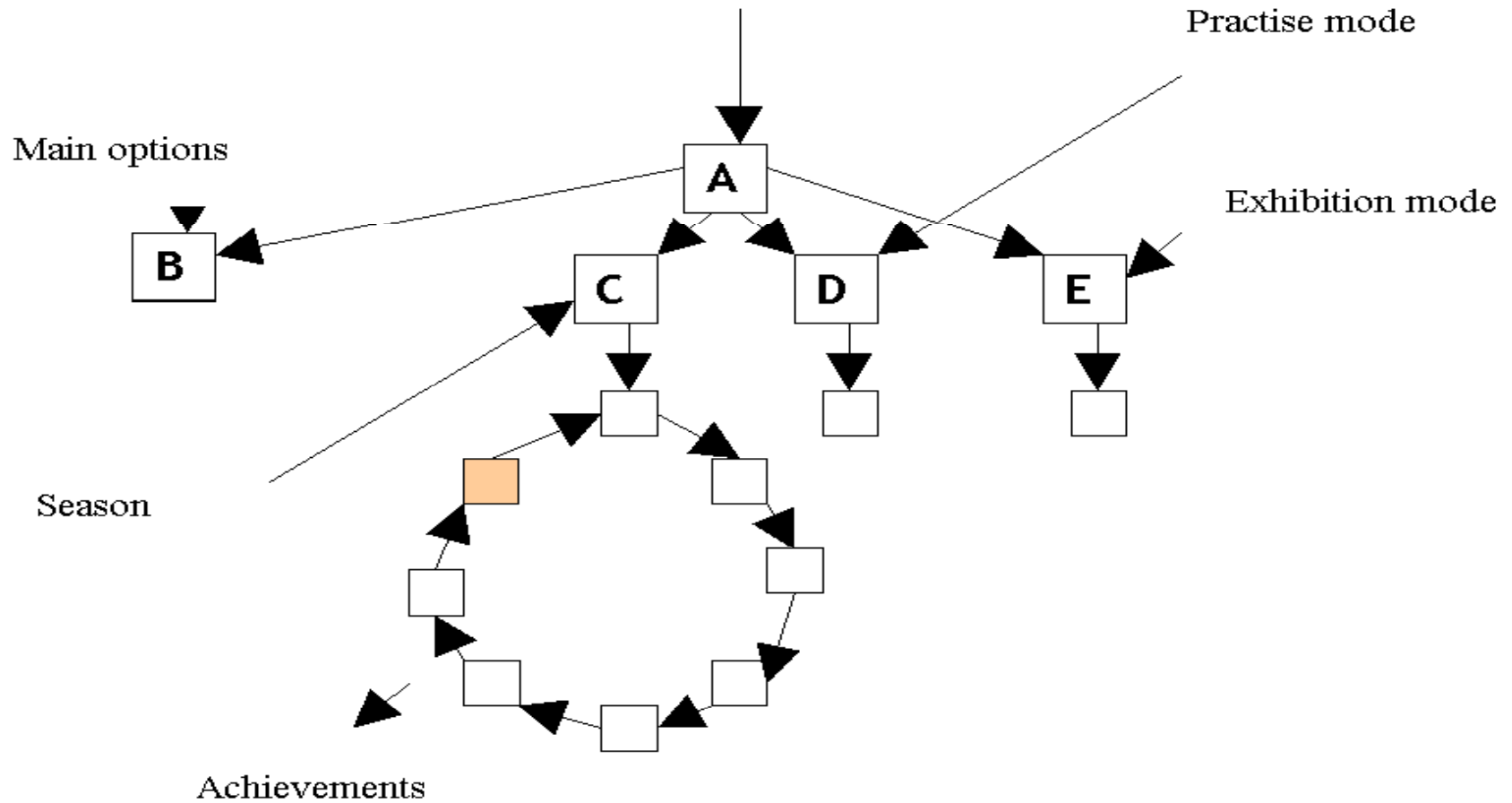
Story-based games (Adventures, FPS ...)



Play-now based



Pre-main screens



Certification



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Compliance testing is the reason for the existence of game testing labs

- Sony TRC
- Microsoft TCR
- Nintendo Lotcheck



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Classic Localization Games Testing Mistakes

- The Role of the Tester
- Testing Techniques & Bug Reporting
- Managing the Localization Testing Project



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The Role of the Tester

- Find Important bugs fast
- You will not find all the bugs
- Beware of Testing “completely”
- You don't assure quality by Testing



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Testing techniques & Bugs reporting

- Your bug report is your representative
- Never use the bug-tracking system to monitor performance
- Report defects promptly
- Never assume that an obvious bug has already been filed
- Keep clear the difference between severity and priority
- Every bug deserves its own report
- Never exaggerate your bugs
- The summary line is the most important line in the bug
- Don't insist that every bug be fixed. Pick your battles.



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Managing the GAME Testing Phase

- Sometimes you should refuse to test a build
- There is no universal formula for knowing how much testing is enough
- Assign a bug hunter to the project



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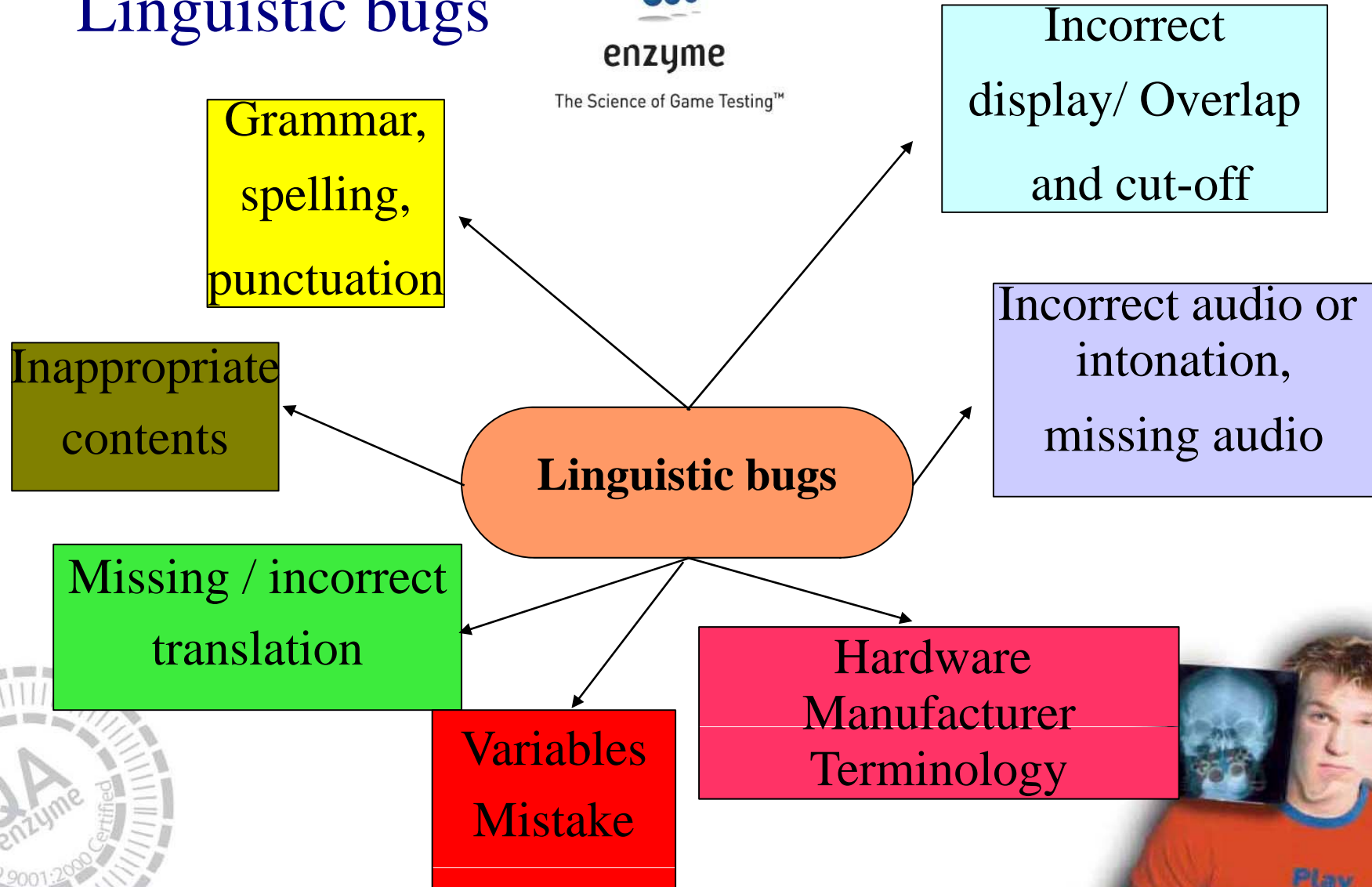


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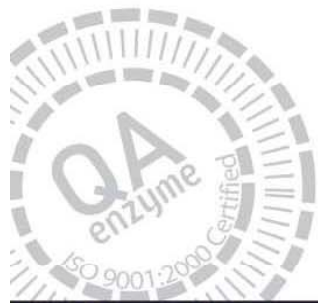
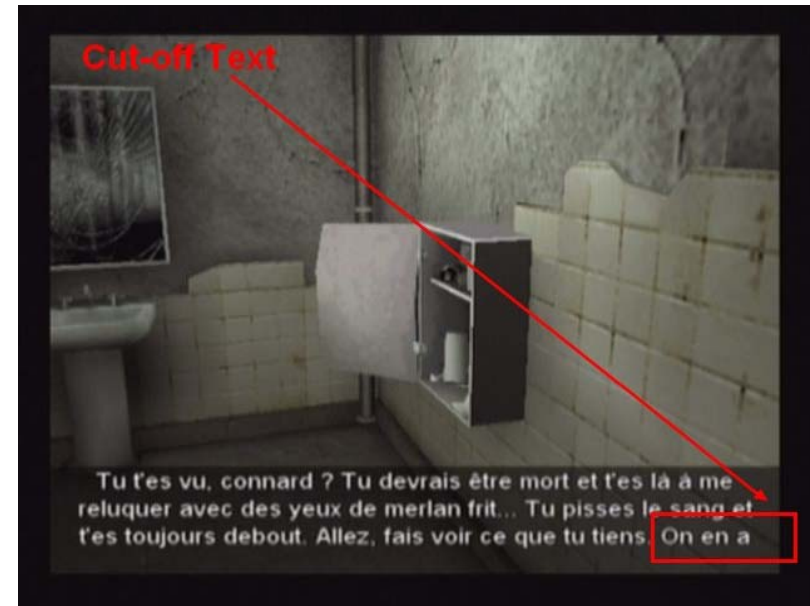
Linguistic bugs



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Some examples



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MEHRSPIELER-STATISTIKEN

WETT KAMPF

▲	Selbstmorde	0
■	Vorlagen	0
	Wiederbelebte Teamkameraden	0
	Am meisten verwendete Waffe	ACR
▶	Am meisten gespielter Spieltyp	Klassisches Bomb Squa
	Am meisten gespielte Karte	Von Heine Express
	Zerstörte Fahrzeuge	0
	Treffsicherheit	
▼	Präzision	10.52%

Der Spieltyp, den Sie am meisten gespielt haben.

▲ COMMUNITY ○ ZURÜCK

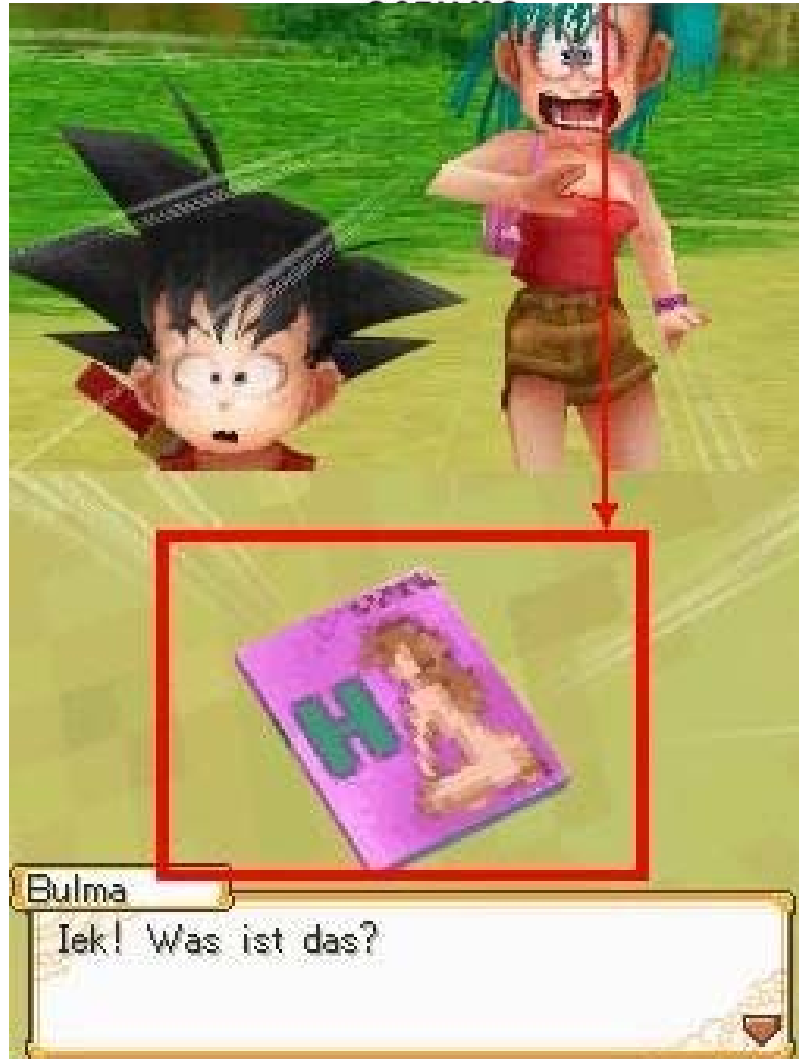
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FIRST STRIKE

GEAVANCEERD

XP-pop-ups tonen/verbergen

DEKKINGSICDOONTJE

AAN

XP-pop-ups tonen

◀ AAN ▶

CENTRALE STIP TONEN

UIT

STANDAARDINSTELLINGEN

© TERUG



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CLANUITDAGING

[BBB] BLAABLAABOO

ENZ-LOC-DUTCH1

WAARDERING: 1532

STATUS: GEREED

4/16

HUIDIGE CLANUITDAGERS

ggggghijkl

WAARDERING: 1468

STATUS: GEREED

4/16

null

De clangroep is bezet.

DOORGAAN

⊗ SELECTEREN

⊠ STATUS INSTELLEN ⊗ SELECTEREN ○ TERUG



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Good luck in the L10N Industry!!



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