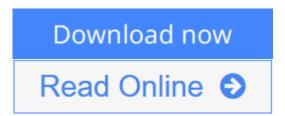# Game Testing: All in One

By Charles P. Schultz, Robert Denton Bryant

Game Testing: All in One By Charles P. Schultz, Robert Denton Bryant

An updated version of the bestselling, *Game Testing All In One*, this book equips the reader with the rationale for vigorous testing of game software, how game testing and the tester fit into the game development process, practical knowledge of tools to apply to game testing, game tester roles and responsibilities, and the measurements to determine game quality and testing progress. The reader is taken step-by-step through test design and other QA methods, using real game situations. The book includes content for the latest console games and the new crop of touch, mobile, and social games that have recently emerged. A companion DVD contains the tools used for the examples in the book and additional resources such as test table templates and generic flow diagrams to get started quickly with any game test project. Each chapter includes questions and exercises, making the book suitable for classroom use as well as a personal study or reference tool.

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Game Testing: All in One By Charles P. Schultz, Robert Denton Bryant Bibliography

- Sales Rank: #1103358 in Books
- Published on: 2011-08-05
- Original language: English
- Number of items: 1
- Dimensions: 1.00" h x 6.90" w x 8.90" l, 1.90 pounds
- Binding: Paperback
- 300 pages

Editorial Review

Review
There is one thing about game testing that is radically different from regular app testing: Its intensely pragmatic focus. All game testing cares about is what you test and how. Long digressions on the differences between unit test, integration tests, and UATs as well as configuring them to run on CI platforms are dreadfully off-target. The principal question is how to run enough different scenarios to assure yourself that the game is thoroughly tested. This book dives into this area and comes up with formulas for generating the minimum number of test cases using combinatorial factors and test flow diagrams. It also shows how to write and run the tests, do walkthroughs, use quality checklists, and assess this data in the context of an overarching QA plan.

Ad hoc testing, gameplay testing, capture and playback are also explained. Finally, the authors show how to put these tests and test results into a regression suite for subsequent reuse. There is no doubt that the techniques illustrated here are useful to mobile developers in non-game contexts; that is, as part of the testing of straight UI interaction. The book is entirely hands on, it rings of the authors' experience, and is eminently readable. In all important ways, a breath of fresh air in the literature on software testing. Highly recommended.

From the Publisher
Covers the details of game testing from a current tester's perspective. Includes elements of a textbook such as exercises, Q&As and quizzes. The first book completely dedicated to the game test industry.

About the Author
Charles P. Schultz is a Microsoft Certified Educator, ASTQB certified Tester, and author of more than 20 US patents.

Robert Denton Bryant rose through the ranks as a game tester to produce dozens of video games over a 20-year career. He is director of the Interactive Games Studies program at St. Edward's University in Austin, Texas.

Users Review

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