

Job Order 6

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 6a Bug Reporting

DUE: 05/02/15

JOB ORDER 6b Present Gold version with all files on CD

DUE: 05/16/15

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description:

6.a. **(1)** Play-test **other teams'** projects and write bug reports as outlined below. (2) First you must fix the reported "A" bugs for your game, and then any last-minute fixes and tweaks can be added. Write a readme.txt about your game for users to view.

6.b. **Deliverables due at Final Exam :**
(See Final Deliverables Checklist and Cover Sheet)

Primary use: Consider this a prototype or demo for presentation of the game to the client or to investors..

Overview: Q.A. = Quality Assurance. Bug finding and reporting is a vital part of all game development. Clear writing so that others can understand, and properly classifying a bug report, are extremely important. All bugs must be "repeatable" or should be classified as "once only". Be specific when writing bugs. Artists, programmers, and designers usually have been working very hard to create the art, code, and gameplay. They are near the end of their crunch mode, and don't have the time or energy to fix everything. They also do not enjoy dealing with emotional testers, so do not get personal.

- **A Bug** = a fatal crash, not playable, not winnable. e.g., Key item disappears, black screen, score not working, interface screen missing item.
- **B Bug** = truly ugly but still playable. e.g., Misspelled text, graphic glitch.
- **C Bug** = ugly, should fix if time allows. e.g., Wrong sword color, character runs in wrong direction, missing something important but not vital.
- **D Bug** = it would be nice if e.g., Player could fly, new weapon, music.

Gold version presented for instructor to play, with all required files:

- Files include your .exe and readme.txt in the root
- File Names - last name, underscore, team name (Abouaf_Null.exe)

Sign off: Bug Reports Date _____ Initials _____

Playable Executable Date _____ Initials _____