

(Animation & Gaming) - SEM-VI
B.Sc. (A&G.) C.B.C.S. (2015 Course) SUMMER-2018
SUBJECT : GAME TESTING

Day : Monday
Date : 21-05-2018

Time : 10:00 AM TO 1:00 P.M.
Max. Marks : 60

S-2018-1005

N. B. :

- 1) Attempt **ANY SIX** questions.
- 2) Figures to the right indicate **FULL** marks.
- 3) Draw neat and labelled diagram **WHEREVER** necessary.

Q. 1 Explain how game testing is an important part of any game development process. (10)

Q. 2 Describe the various test case design techniques. Give examples of Any Three test cases for a game. (10)

Q. 3 Distinguish between the roles of the following QA team members: (10)

- a) QA Manager
- b) Lead Tester
- c) Tester (Game Module)

Q. 4 Explain the format of Test Plan with Test Case design & tracking for effective QA process. (10)

Q. 5 Describe the following Game Testing disciplines: (10)

- a) Balance Testing
- b) Play-testing

Q. 6 Describe the various categories of bugs encountered during Testing process of a game. List out the possible scenarios for each category. (10)

Q.7 Define the following terms: (10)

- a) Error
- b) Fault
- c) Failure
- d) Priority
- e) Severity

Q. 8 Describe the following terms for game testing: (10)

- a) Investigator
- b) Play-tester
- c) Tissue play-tester
- d) QA Testing