

# GDM635 : Quality Assurance

Quality assurance (QA) is an integral component of the game design process, as the successful delivery of a game is dependent on an effective QA system that covers both the verification and validation of the product. Topics in the Quality Assurance course include feature analysis, requirements generation, test-plan planning and development, defect tracking, and user-experience and playtest assessments. Students will explore the basics of a professional game engine in order to refine their identification, classification, and assignment of defects. They will use their knowledge of game development to cultivate a continuous process improvement program for their capstone project. In addition, they will employ current tools to monitor bugs in real-world game development scenarios.

**Credits** 3.5