

QA - Processes and Procedures

The QA team is responsible for quality assurance and bug fixing for the entirety of our In World Builder Toolset.

Team

- Mease - Team Lead
- Doc
- Cyclopa

Live Server

In World Builder's Live Server for the public. (Version 1)

Live Server:

[Server:https://decentraland.org/play/?realm=worlds.dcl-iwb.co%2Fworld%2Fbuilderworld.dcl.eth](https://decentraland.org/play/?realm=worlds.dcl-iwb.co%2Fworld%2Fbuilderworld.dcl.eth)

Test Server

We will be pushing test updates to YOUR own world and replicate bugs and issues that are reported/discovered by the team and community so that we can report the information to our Coding team through Trello to be fixed.

QA Test Server:

Testing Process

After a new update or feature is Implemented, it is important that we test out the new feature (sooner, rather than later) and attempt to find bugs that may occur. Typically new bugs or unintended effects occur around the new additions or changes. It is recommended to test variables around the new coding changes to try and find these unintended effects.

Bug Reporting Process

We use Trello to report any potential bugs or features that may not be working as intended. (In addition to UI improvements that can be made, like text going outside of buttons or UI windows)

- Always have your browser developer tools opened (F12) and choose the "Console" tab
- Add the **&DEBUG_SCENE_LOG** flag to your url so you can get the output of the scene in the browser console to help with error messages
- Video Record and screenshot the process by which the bug is occurring.

- Try and replicate the bug
- Test multiple variables if possible to find out if the bug occurs in more processes than just the one you found already.
- In Trello under bugs backlog, click the “+ add a card”
- Write out the process you took step by step, and include any additional information that may help the coding team.
- Once the card is created, click the card and enter in additional information in the “Description” field, in addition to adding attachments such as screenshots that show error messages or visible bug issues.
- The coding team will move “Bugs Backlog” cards as they progress through the testing process. The trello cards process for a reported bug are as follows: Bugs Backlog -> Bugs in Progress -> Bugs Testing -> Bugs Finished

Additional Notes

- Updates to our toolset can create unintended consequences. Frequently a new update will cause a new bug or issue that did not exist previously.
- Lobby scenes do not always act like normal scenes. Many times issues can occur with a “Lobby” scene whereas the bug or issue does not occur in non “Lobby” scenes. Because the Lobby scene is the initial scene people drop into for each IWB world at 0,0 we had to code some things differently. This variance in code sometimes leads to issues when new code or features are added to the IWB toolset.
- Some bugs only occur or appear with specific IWB “settings” turned on or off. Try testing known issues with different IWB settings turned on/off.
- Only change 1 variable at a time if possible when trying to replicate the process for a bug.
- UI Text in Decentraland is difficult to work with, as text currently shows up as different sizes to different people based on their screen size and DPI settings. (Make sure to include your screen size and Screen resolution when reporting UI Text issues)
- Most of our QA testing for V1 was with 1 or 2 people at a time, so there may be outliers or unknown bugs when large groups of people are building in a scene with our toolset.
- Whenever you are building or bug testing, make sure that the IWB World you are in has been updated to the latest version. If a world is not updated to the latest version, bugs and other issues can occur. (IWB settings icon -> Info tab -> Version -> Update)
- Adding custom assets and/or updating a scene requires refreshing Decentraland in order for changes to occur.

Public Testing

We will be working with the GSS to have at least 1 and possibly multiple Testing Tuesdays to have the public assist with our bug testing. These may start as early as month 2 or month 3 depending on the rate of our progress. An excel document will be created along with a specific order and process for public testers to go through. Testers will fill out the excel sheet with any features they had issues with so we can submit them to our coding team to be worked on. Public testing is a great time to find bug outliers involving larger numbers of people than just our internal testing team.

Timeline

Below is an estimated timeline of what the QA work load and focus may be for each month throughout the Game Creator grant. Month 1 will most likely have the lowest amount of testing. (This timeline is subject to change, based on the needs of the coding team and project)

Month 1

- No testing while the coding team begins laying the groundwork for the Game Creator toolset. Work on QA Processes and Procedures.

Month 2

- Begin testing of specific parts of the toolset as they are added by the coding team, in addition to general bug testing through using the toolset.

Month 3

- Testing of specific parts of the toolset as they are added by the coding team, in addition to more general bug testing through using the toolset.

Month 4

- Heavy testing of the toolset to give the coding team as much time as possible to make changes and updates in month 5 before launch.
- Testing Tuesday with the DCL community?

Month 5

- Final testing to improve the stability of the entire toolset in preparation for launch.

FAQs

Q: I found a bug that I am unable to replicate, what do I do?

A: Write down any and all notes you can with what you did before the bug occurred. Include settings, IWB world, and scene name. (also make sure your IWB world is up to date with the latest version) Post a bug report in Trello and see if any other team members are able to replicate the issue.

Q: ???

A:

Resources & Links

QA/Bug Reporting Trello:

<https://trello.com/invite/b/z05oUusO/ATTIacf9f608894691c13aaafee9c69e1ab6EF6C9D31/iwb-game-creator>

Testing Tuesday Doc:

https://docs.google.com/spreadsheets/d/1xIGnQoB5PZqL-Usw4pojT4Q218SA_2ah/edit?usp=sharing&ouid=115317361994619871771&rtpof=true&sd=true

QA Google Drive Folder:

https://drive.google.com/drive/folders/1nLzxngUS6zlnAZmWMnPzt4msXj9pDUH9?usp=drive_link