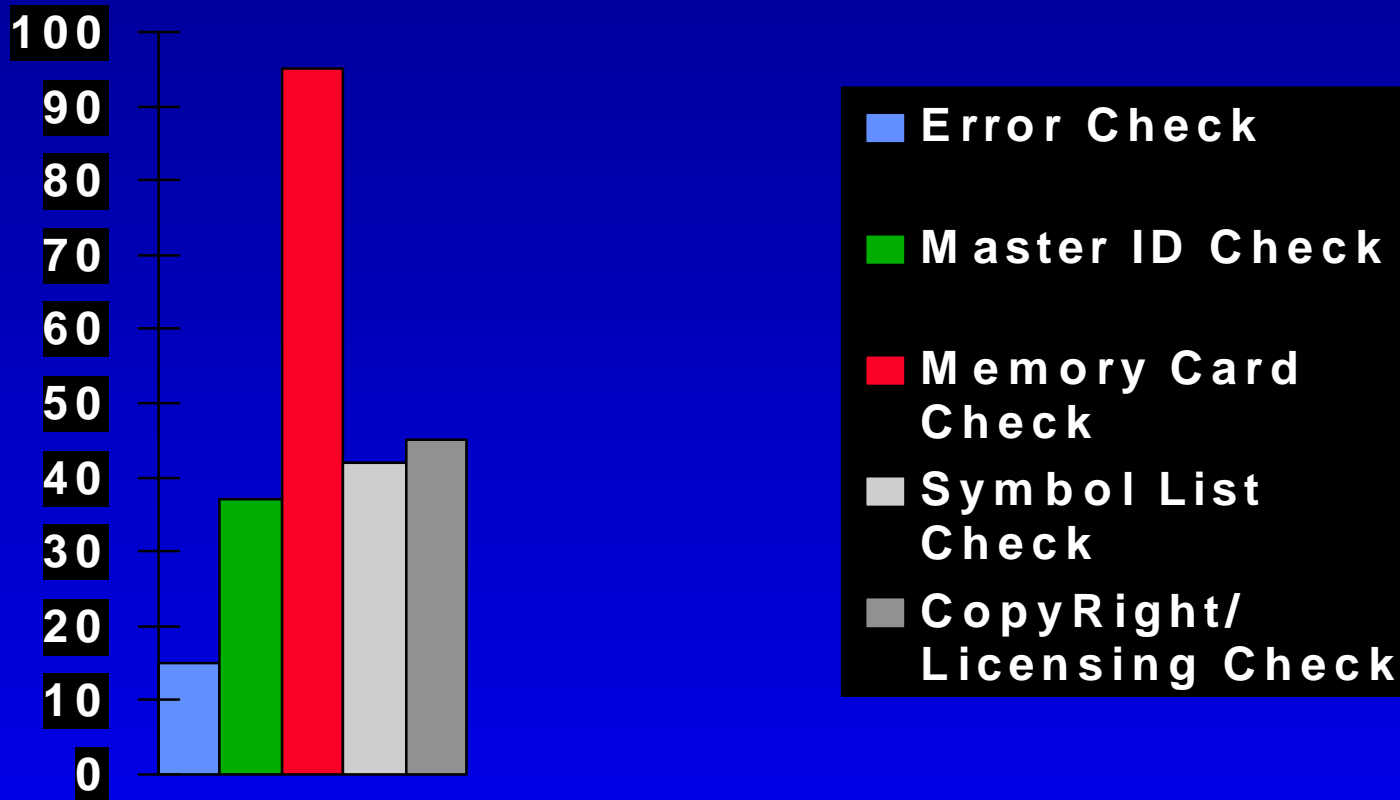# *Passing QA ...the first time*

Submission Package

- **9 Gold Master Discs**
- **Symbol List File**
- **Final Version of Game Manual**
- **Game Text**
- **ESRB Rating Form**
- **Videotape of all gameplay, including endings**
- **Guideline, Technical Requirement and SCEA Submission Forms**
- **Memory Card with, or list of cheats/passwords**
- **Assessment Report (if re-submission)**

Technical Approval

Percentage of failed titles that fail each category

Error Check

Master ID Check

Memory Card Check

Symbol List Check

CopyRight/ Licensing Check

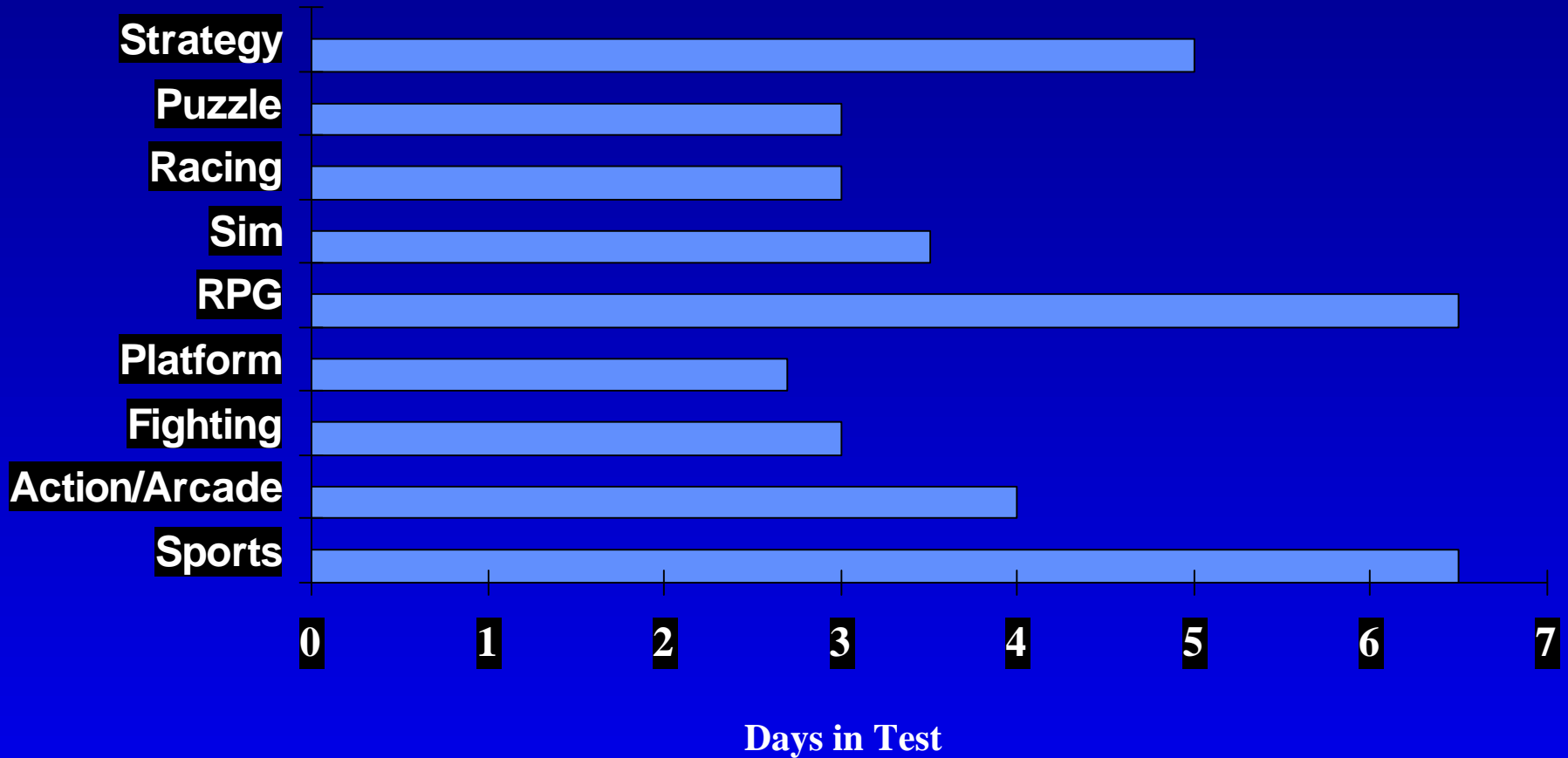# 25% of all titles fail Technical Approval on first submission.

Technical Approval

- Error Check
  - **9 Gold PlayStation Master Discs**
  - **4 Verified**

- Master ID Check
  - **Disc Name**
  - **Producer Name**
  - **Copyright Holder**
  - **Creation Date**
  - **Licensing Area**

Technical Approval

- Memory Card Check
    - **Format an unformatted Memory Card with a default of "NO".**
    - **Save file name and format are correct**.

- Symbol List Check
    - **Verify use of PlayStation Libraries**

- Copyright/Licensing
    - **System.cnf file checked for correct boot path**
    - **Executable file name and License area checked.**
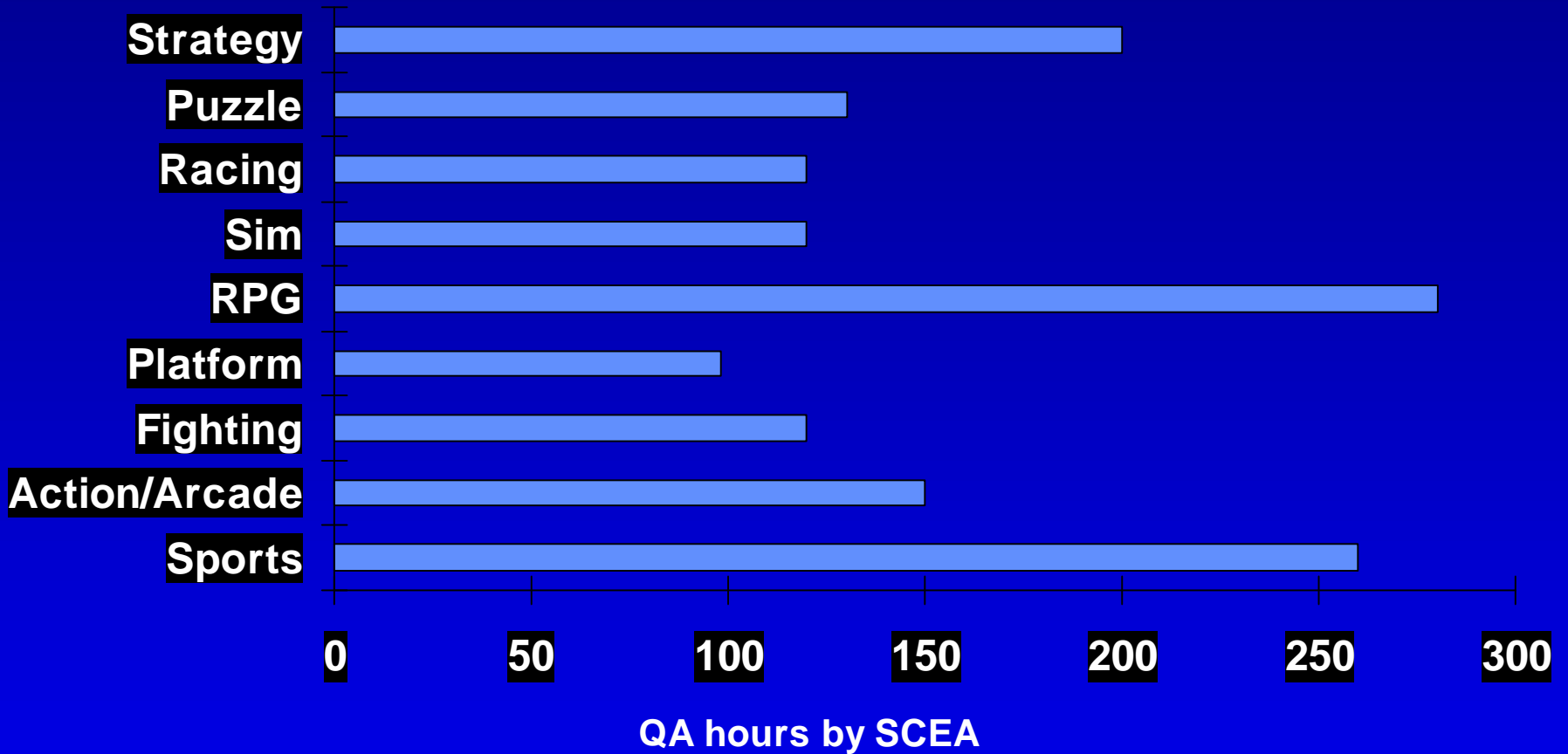
General QA Report Delivery Times

Bar chart showing "Days in Test" by game category:
- Strategy: 5
- Puzzle: 3
- Racing: 3
- Sim: 3.5
- RPG: 6.5
- Platform: 2.7
- Fighting: 3
- Action/Arcade: 4
- Sports: 6.5

Days in Test
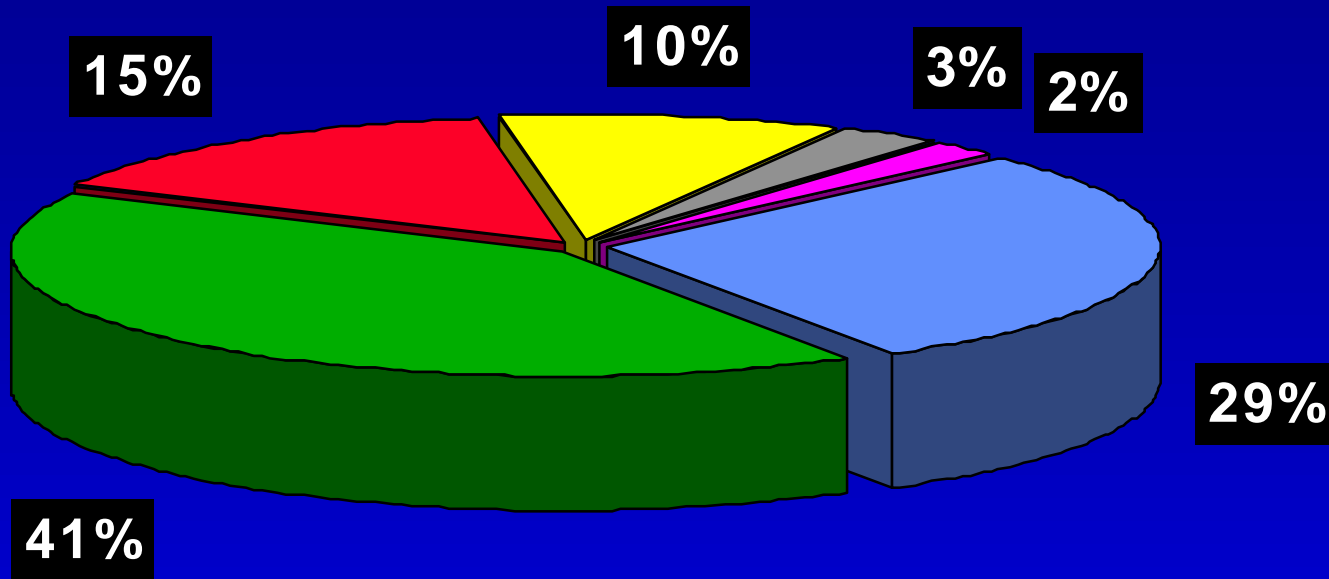
Lead Tester Responsibilities

- **Guideline, Technical Requirement Checklists**
- **Lead Tester Checklist**
- **Endurance Testing**
- **Software Content**
- **Manual**
- **Representative sampling of gameplay including options and peripherals.**

Average QA Hours (SCEA)

Strategy — 200
Puzzle — 130
Racing — 120
Sim — 120
RPG — 280
Platform — 100
Fighting — 120
Action/Arcade — 150
Sports — 260

0 50 100 150 200 250 300

QA hours by SCEA

Number of Revs submitted before release to SDM

15% · **10%** · **3%** · **2%** · **29%** · **41%**

| ■ 1 Rev | ■ 2 Revs | ■ 3 Revs |
| ■ 4 Revs | ■ 5 Revs | ■ 6 or more Revs |

Top 10 Common Bugs

- One time only random game crash
- Game crashes during endurance testing before 8 hours have passed.
- Loading crashes
- Graphic glitches (drop out, seaming)
- Audio popping or cut off

Top 10 common Bugs

- Collision

- Various Memory Card related TRC's

- Spelling

- Memory Card format defaults to "Yes"

- Producer Name field not filled with a company name

How to "Blaze" through SCEA Third Party QA

- **Thoroughly** test all aspects of the game.

- Verify the Technical Approval checks.

- Check all items on the TRC and Guideline checklists.

- Submit a **completed/accurate** manual.

- Use the SCEA Website for obtaining the latest files and up to date information.