

A Comprehensive Study on Quality Assurance in Game Development

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Abstract : Due to the recent technological advancements, Games have become one of the most demanding applications. Gaming industry is rapidly growing and the key to success in this industry is the development of good quality games, which is a highly competitive issue. The ultimate goal of game developers is to provide player's satisfaction by developing high-quality games. This research is the comprehensive survey of techniques followed by game industries to ensure games quality. After analysis of various techniques, it has been found that quality simulation according to ISO standards and play test methods are used to ensure games quality. Because game development requires cross-disciplined team, an increasing trend towards distributed game development has been observed. This paper evaluates the strengths and weaknesses of current methodologies used in game industry and draws a conclusion. We have also proposed quality parameters which can be used as a heuristic framework to identify those attributes which have high testing priorities.

Keywords : game development, computer games, video games, gaming industry, quality assurance, playability, user experience

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