

Label	Value
Project	Cult of PiN - Live Demo Exploratory QA Pass
Build	v0.11 Demo (Steam Demo)
Environment	PC (Windows 11) - 1080p - Keyboard/Mouse
Networks	Standard home broadband (Wi-Fi)
Tools	OBS - Google Sheets - Steam
Test Focus	Exploratory testing of a near-release demo build, focusing on system interactions, timing behaviour, and player-facing clarity under real gameplay conditions
Headlines (Key Findings)	<ul style="list-style-type: none"> - Core systems lack clear explanation, increasing cognitive load - Ritual mechanics function correctly but are not clearly communicated - Systems behave consistently under pressure with no timing or interaction defects - Overlapping systems reduce clarity of cause-and-effect during gameplay - Spare Change ritual effect colour does not match UI colour coding
What's inside	1-Liner Summary - Charters - Session Notes - Bug Log - Risk Matrix - STAR Summary
Evidence	Gameplay clips captured per session and linked within Bug Log entries
Approach	<p>Charter-driven exploratory testing using short, focused sessions targeting high-risk systems:</p> <ul style="list-style-type: none"> - System stacking (glyphs, traits, boss mechanics) - Timing and state transitions <p>Testing prioritised interaction points and real gameplay conditions over exhaustive coverage</p>
Evidence tip	All bugs include reproducible steps and supporting video clips where applicable.
Contact	Kelina Cowell - kelinacowellqa@gmail.com - Linkedin

Area	1-Liner	Evidence
Clarity & Feedback	Core systems (rituals, glyphs, upgrades) lack clear explanation and feedback, increasing cognitive load	S001 findings + screenshots
Ritual System	Ritual mechanics function correctly but are not clearly communicated, requiring player inference	S002 findings + ritual progress screenshots
Timing & Transitions	No timing defects observed; systems behave consistently under pressure	S003 session + overlap clip
System Overlap	Multiple systems trigger correctly but lack clear cause-and-effect feedback during high overlap	System Overlap Clip (S003 session)
System Stacking	Active systems (rituals, multiball, multipliers) interact consistently with no conflicts or scaling issues	S004 Session
Progression & Run Flow	Run flow from start to completion is consistent, with reliable progression, rewards, and clean transitions	S005 session
Visual Consistency (Ritual Effects)	Spare Change effect colour does not match UI colour coding, reducing clarity during gameplay	S004 bug + screenshots

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C00	Familiarisation & Player Clarity	Establish baseline understanding of core loop, systems, and player-facing clarity	Core loop, upgrade system (glyphs/blessings), boss encounters, transitions, UI feedback	Deep system balancing, performance stress testing, leaderboard validation	Play full demo run without interruption, observe mechanics, upgrade choices, and feedback during active gameplay	Misinterpretation of upgrades, unclear terminology, weak feedback linking UI → gameplay	High	Done	S001	Identified clarity issues in upgrade descriptions and terminology under gameplay pressure
C01	System Stacking & Interaction	Validate that multiple active systems interact correctly without conflict, override, or unintended behaviour	Ritual effects, multiball, multipliers, and other active gameplay modifiers when triggered together. Interaction between simultaneously active systems during live gameplay	Individual system clarity or explanation. Timing precision testing. Physics behaviour. Performance testing	Played under chaotic gameplay conditions to activate multiple systems concurrently. Maintained continuous ball activity to trigger overlapping effects. Observed behaviour when multiple systems were active at the same time, focusing on interaction outcomes rather than isolated system behaviour	System conflicts where one effect overrides or cancels another. Incorrect scaling when multiple modifiers are active. Missed or duplicated triggers under interaction. Inconsistent behaviour during multiball	High	Done	S004	No system interaction defects were observed. Active systems behaved independently and consistently when triggered together, with no conflicts, overrides, or unexpected scaling issues identified. A visual consistency issue was identified where the Spare Change ritual effect colour does not match its UI colour coding, affecting clarity during gameplay
C02	Timing & State Transitions	Validate system behaviour during timing-sensitive events and overlapping gameplay states	Boss phase transitions including active, special phases, and immunity states. Ritual activation timing and threshold completion. Multiball, multipliers, and system interactions. Timer expiry during active gameplay. Overlapping system triggers under high activity	UI clarity outside of timing and overlap scenarios. Basic system understanding or tutorialisation. Physics behaviour. Performance testing	Play under chaotic conditions to create high event density and maintain continuous ball activity to force overlapping triggers. Observe behaviour during rapid rebounds, active boss combat, and multiple simultaneous system activations. Focus on boundary conditions by validating state changes under pressure rather than attempting precise timing control	State desync between visual and gameplay state. Missed or duplicate triggers under overlap. Timing issues during boss transitions or ritual activation. Feedback breakdown when multiple systems activate simultaneously	High	Done	S003	No timing or state transition defects were observed. Systems appear mechanically stable under pressure. Feedback clarity degrades under high system overlap, making trigger attribution unclear. This finding aligns with earlier clarity issues identified in S001
C03	Clarity & Behaviour Validation (Tempest)	Understand Tempest ritual behaviour and how ritual count is generated and modified	Tempest ritual triggers, ritual count, table symbols (missions), UI indicators, related upgrades/curses	Full system balancing, performance testing, unrelated rituals	Force selection of Tempest upgrades and curses, observe ritual progress (counter), identify trigger conditions, map UI indicators to gameplay behaviour	Misinterpretation of ritual count, unclear linkage between UI and gameplay, unclear impact of modifiers	High	Done	S002	Confirmed ritual progress increases via symbol hits; identified lack of clarity linking "ritual count" modifiers to required activation threshold
C04	Progression & Run Flow Integrity	Validate that gameplay progresses logically from start to end without interruption or breakdown	Run start, progression triggers, reward delivery, boss transitions, end-of-run state, and restart flow under normal gameplay conditions	System clarity or explanation, timing precision, physics behaviour, performance testing, and detailed system interactions	Played a full demo run focusing on end-to-end progression flow. Observed transitions between gameplay states, including progression triggers, reward delivery, boss encounters, and end-of-run behaviour. Testing prioritised natural gameplay conditions rather than controlled scenarios	Broken progression triggers, missing rewards, abrupt or unclear transitions, interrupted gameplay flow, and potential soft locks	Medium	Done	S005	No progression defects were observed. Run flow from start to end behaved consistently, with reliable progression triggers, reward delivery, and clean transitions between gameplay states. No interruptions or soft locks were identified

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S001	25/04/2026	30	v0.11 DEMO	PC	C00	R001	Familiarisation	Played through full demo run to understand core loop, upgrade system (glyphs/blessings), boss phases, and transitions. Full session recorded.	Upgrade descriptions and terminology unclear during active gameplay. Difficulty interpreting effects and understanding impact of choices in real time.	0	<p>Undefined system values: Multiball mission count unclear Tempest ritual count unclear</p> <p>Undefined terminology: Tempest pillars not explained Tempest dependency unclear</p>
S002	25/04/2026	35	v0.11 DEMO	PC	C03	R002	Tempest behaviour and ritual system clarity	Focused on Tempest-related mechanics by selecting Tempest upgrades and curses. Observed ritual progress behaviour, activation conditions, and visual indicators during gameplay.	Tempest ritual progress increases by hitting highlighted symbols (missions), shown via a counter (e.g. 0/8). Modifiers update this threshold but are not clearly linked to the UI, making their impact difficult to interpret without experimentation. Ritual activation, boss damage, and progression events can also overlap, making cause and effect unclear.	0	<p>Behaviour validation: Tempest progress increment (0/8 → +1) Ritual count reduction after upgrade (8 → 5) Ritual completion (altar filled trigger) Altar reward (ritual unlock screen) System overlap (Tempest + boss + act progression)</p>
S003	26/04/2026	40	v0.11 DEMO	PC	C02	R003	Timing & State Transitions under high system overlap (boss phases, rituals, multipliers, multiball, timers)	<p>Played a full demo run focusing on chaotic gameplay conditions rather than controlled play. High event density was created through continuous ball activity and overlapping systems.</p> <p>Observed boss phase transitions, ritual activation timing, multiball and multiplier interactions, and timer expiry during active gameplay.</p> <p>Tested behaviour during rapid hits and rebounds, active boss combat, and multiple simultaneous system triggers.</p>	<p>During high system overlap (Tempest, multiball, multipliers), events trigger correctly but lack clear cause-and-effect feedback.</p> <p>Player cannot identify what action triggered each outcome, resulting in reactive rather than intentional play.</p>	0	<p>Multiple systems overlap, unclear trigger source</p>
S004	26/04/2026	25	v0.11 DEMO	PC	C01	R004	System stacking and interaction under overlapping gameplay conditions (rituals, multiball, multipliers)	<p>Played a full demo run focusing on activating multiple systems concurrently rather than isolated play. Built high activity states through continuous ball interaction and overlapping triggers.</p> <p>Observed behaviour when multiple systems were active simultaneously, including ritual effects, multiball, and multipliers. Tested interaction outcomes during chaotic gameplay rather than controlled conditions</p>	<p>No system interaction defects were observed. Active systems behaved independently and consistently when triggered together, with no conflicts, overrides, or scaling issues identified.</p> <p>A visual consistency issue was identified where the Spare Change ritual effect colour does not match its UI colour coding</p>	1	<p>UI Purple with Red Lazor Ring UI Purple with yellow explosion</p>
S005	26/04/2026	30	v0.11 DEMO	PC	C04	R005	Progression and run flow integrity from start to end of gameplay	Played a full demo run focusing on end-to-end progression flow. Observed run start, progression triggers, reward delivery, boss transitions, end-of-run state, and restart behaviour under normal gameplay conditions	<p>No progression or flow defects were observed. Run start, progression triggers, rewards, and boss transitions behaved consistently and reliably. The run ended clearly with a "Table Complete" state, and restart flow functioned without issue. No interruptions, soft locks, or flow breaks were identified</p>	0	N/A

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
S004_C01_B01	Spare Change ritual effect colour does not match UI colour coding	UI / Visual Feedback (Ritual Effects)	v0.11 DEMO	PC	S004	C01	<ol style="list-style-type: none"> 1. Start a run and unlock/select the Spare Change ritual 2. Observe the ritual icon and colour in the UI (purple) 3. Activate Spare Change during gameplay 4. Observe the visual effects on the table 	Ritual effects visually match their UI colour coding for consistent identification during gameplay	Spare Change is purple in the UI but displays red electrical effects and a yellow explosion when activated	Low	100%	UI Purple with Red Lazor Ring UI Purple with yellow explosion	New	Rituals use consistent colour coding between UI and in-game effects (e.g. Tempest = blue, Sparks = yellow, Inferno = orange). Spare Change breaks this mapping. Inconsistent colour usage reduces the player's ability to quickly identify active effects during high system overlap	Validate that multiple active systems interact correctly without conflict, override, or unintended behaviour	26/04/2026

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Clarity & Feedback	High	Upgrade descriptions rely on abstract/thematic wording and lack clear linkage to gameplay behaviour, increasing cognitive load during decision-making.	Y	Exploratory (light)	Y	Difficulty interpreting glyph effects and ritual behaviour during active gameplay
Physics	High	Core gameplay depends on consistent ball physics and collision behaviour	Y	Exploratory (light)	N	No inconsistencies observed during initial testing
Timing & Transitions	High	Boss spells, immunity phases, and ritual triggers rely on precise state and timing transitions	Y	Exploratory (moderate)	N	No timing or state transition defects observed under high system overlap. Boss phases, ritual triggers, and timers behaved consistently during chaotic gameplay. However, feedback clarity degrades when multiple systems activate simultaneously, making trigger attribution unclear
System Stacking	High	Multiple gameplay modifiers (glyphs, rituals, traits) may interact unpredictably under combined conditions	Y	Exploratory (moderate)	N	No system interaction defects observed. Active systems (rituals, multiball, multipliers) behaved independently and consistently when triggered together. No conflicts, overrides, or unexpected scaling issues identified. A visual consistency issue was identified where the Spare Change ritual effect colour does not match its UI colour coding, affecting clarity during gameplay
Progression & Run Flow	High	Game progression depends on reliable triggers, reward delivery, and clean transitions between gameplay states	Y	Exploratory (light)	N	No progression defects observed. Run flow from start to completion behaved consistently, with reliable progression triggers, reward delivery, and clean transitions. No interruptions or soft locks were identified

Bug ID	Area	Title (one-liner)	S (Situation)	T (Task)	A (Actions)	R (Result)	Severity	Repro rate	Status	Evidence
S004_C01_B01	Visual Consistency / UI Feedback	Spare Change effect colour does not match UI colour coding	Rituals use consistent colour coding between UI and gameplay effects to support quick identification during play	Verify that ritual effects visually align with their UI colour coding under gameplay conditions	Compared UI colour indicators for multiple rituals (Tempest, Sparks, Inferno, Spare Change) against their in-game effects during activation and observed consistency across systems	All rituals matched their UI colour except Spare Change, which is purple in the UI but displays red electrical effects and a yellow explosion, breaking visual consistency	Low	100%	New	UI Purple with Red Lazor Ring UI Purple with yellow explosion