

| Label | Value |
|---------------------------------|---|
| QA Pass | Echoes of Delivery - Onboarding Failure QA Pass (Pre-Alpha) |
| Test Intent | Focused QA pass targeting the tutorial and onboarding experience following major system changes. The goal is to assess whether a new player can understand and initiate core gameplay without prior knowledge. |
| Build | Pre-Alpha v0.2.0 (Major Update) |
| Environment | PC (Windows 11) - 1080p - Keyboard/Mouse |
| Networks | Standard home broadband (Wi-Fi) |
| Tools | OBS - Google Sheets - Local Build |
| Test Focus | Exploratory QA of the onboarding experience, focusing on vehicle control understanding, input clarity, player guidance, and progression reliability within the tutorial. Testing evaluates whether core actions are clearly communicated, whether players can recover from mistakes, and whether the game provides sufficient feedback to support learning. |
| Headlines (Key Findings) | Onboarding does not reliably teach core driving interactions, preventing players from initiating or controlling movement Steering controls are not communicated, leading to loss of control and collisions Tutorial provides no guidance on how to begin driving, forcing trial-and-error Player can become stuck with no recovery option, blocking progression |
| What's inside | 1-Liner Summary - Charters - Session Notes - Bug Log - Risk Matrix - STAR Summary - Player Experience Notes |
| Evidence | Gameplay clips captured per session and linked within Bug Log entries |
| Approach | Exploratory onboarding-focused QA conducted through a single short session using a fresh save. Testing was performed from the perspective of a new player without prior knowledge, focusing on how core vehicle interactions are introduced and whether the tutorial supports learning and recovery. Testing combined normal interaction with intentional uncertainty, including attempting inputs without guidance, exploring control assumptions, and observing system response when progression failed. |
| Evidence tip | All bugs include reproducible steps and supporting video clips where applicable. |
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| Area | 1-Liner | Evidence |
|------------------------|---|-----------------|
| Vehicle Control | Driving cannot be reliably initiated due to unclear gear system and lack of instruction | Bug Log: C01-01 |
| Input Clarity | Steering controls are not communicated, preventing directional input | Bug Log: C02-01 |
| Feedback / Guidance | Tutorial provides no guidance on how to begin driving, leaving player without direction | Bug Log: C03-01 |
| Progression & Recovery | Player can become stuck with no recovery option, blocking tutorial progression | Bug Log: C04-01 |

| Charter ID | Title | Goal | In-Scope | Out-of-Scope | Approach | Key Risks | Priority | Status | Session Linked | Notes |
|------------|---------------------------------|---|---|---|---|---|----------|----------|----------------|--|
| C01 | Vehicle Control Onboarding | Verify that players can understand and perform basic driving actions (move, steer, reverse) | Initial vehicle interaction Movement initiation (gear use) Steering behaviour Basic driving controls | Advanced driving mechanics Vehicle physics tuning Non-tutorial gameplay | Play as a new player with no prior knowledge Attempt movement and steering using expected inputs | Player cannot initiate movement Steering unclear or non-functional Reliance on real-world knowledge | High | Complete | S01 | Player unable to initiate movement without trial-and-error. Gear system not explained and steering input unclear, resulting in failed attempts to drive and repeated incorrect inputs. |
| C02 | Tutorial Progression & Recovery | Check whether players can recover from mistakes and continue the tutorial | Collision recovery Stuck states Reset or recovery options | Later gameplay recovery systems | Drive into tight spaces and obstacles Attempt to reverse or escape | Permanent stuck states No recovery option Hard progression block | High | Complete | S01 | Vehicle became stuck between fence and bridge during normal movement. Reverse input did not resolve position and no recovery or reset option was available, blocking progression. |
| C03 | System Understanding & Feedback | Test whether the game explains why actions fail | Gear system feedback Failed input feedback Player guidance | Narrative text Non-critical UI polish | Perform incorrect actions intentionally Observe system response | No feedback Player confusion Trial-and-error reliance | High | Complete | S01 | No feedback provided when incorrect gear or inputs are used. Player receives no indication why actions fail, leading to confusion and repeated input attempts. |
| C04 | Input Clarity & Mapping | Verify that controls are clearly communicated and behave as expected | Keyboard inputs Mouse behaviour Control discoverability | Advanced remapping Controller support | Test expected inputs (WASD, mouse) Try alternatives | Hidden controls Input mismatch Incorrect assumptions | High | Complete | S01 | Steering controls not communicated. Player attempted mouse movement and interaction with no effect, causing loss of control and contributing to collision and stuck states. |

| Session ID | Date | Duration (mins) | Build | Platform | Charter ID | Run ID(s) | Focus Area | What I Did | Key Findings | Bugs Logged | Evidence Links |
|------------|------------|-----------------|------------------|--------------------|------------|-----------|--|---|---|-------------|--|
| S01 | 05/05/2026 | 30 | Pre-Alpha_v0.2.0 | PC (Windows 11) | C01-C04 | R01 | Onboarding / Tutorial - Vehicle controls, input clarity, progression, and recovery | Started a fresh save and entered the tutorial. Attempted to complete the initial driving sequence without prior knowledge of the game's driving system. Tried to initiate movement and steering using intuitive inputs and experimented with different controls when the vehicle did not respond as expected. Continued interacting with the system and environment to understand behaviour and test recovery when progress failed. | Vehicle movement is not clearly explained due to lack of guidance on the gear system. Steering controls are not communicated, preventing reliable directional input. There is no feedback when inputs fail, which leads to confusion and repeated incorrect actions. The player can become stuck in the environment with no recovery option available. As a result, the tutorial cannot be reliably completed without trial-and-error or prior knowledge. | 4 | Screenshot: Controls overlay shows gears but no explanation Clip: 00:15 - Pressing R to reverse does not change gear (remains on D) Screenshot: Control overlay displayed with no guidance on how to initiate movement (no instruction or prompt present) Screenshot: Controls overlay missing steering input |

| Bug ID | Title | System | Build | Platform | Session ID | Charter ID | Steps to Repro | Expected | Actual | Severity | Repro Rate | Evidence Link | Status | Notes | Created |
|--------|---|-----------------|------------------|-----------------|------------|------------|---|--|---|----------|------------|---|--------|--|------------|
| C01-01 | [PC][Onboarding][Vehicle/Driving] Gear system (P/R/N/D) is not explained, preventing movement initiation | UI / Onboarding | Pre-Alpha_v0.2.0 | PC (Windows 11) | S01 | C01 | <ol style="list-style-type: none"> 1. Start a new game 2. Enter tutorial level 3. Reach vehicle section 4. Attempt to drive without prior knowledge of gear system 5. Press movement inputs without selecting correct gear | Player is clearly instructed how to initiate movement (e.g. select Drive (D) to move forward) | Control overlay displays gear controls using P, R, N, D without explanation. Player does not understand what each gear does. Attempting movement without correct gear selection results in no vehicle response. Player cannot reliably initiate movement without trial-and-error. | High | Consistent | Screenshot: Control overlay shows gears but no explanation | Open | UX / onboarding issue, not a functional bug. Blocks or delays progression at tutorial start. Control overlay shows gear states (P/R/N/D) but does not explain their meaning or effect. | 05/05/2026 |
| C02-01 | [PC][Onboarding][Vehicle/Driving] Vehicle gets stuck between fence and bridge, cannot reverse or recover | UI / Onboarding | Pre-Alpha_v0.2.0 | PC (Windows 11) | S01 | C02 | <ol style="list-style-type: none"> 1. Start new game 2. Enter tutorial 3. Drive vehicle toward narrow space between fence and bridge 4. Stop or collide in that space 5. Attempt to reverse or recover vehicle | Player can reverse or recover vehicle from collision position | Vehicle becomes stuck between objects. Movement inputs stop responding when the vehicle is in this state (e.g. pressing reverse produces no response). Vehicle position cannot be corrected through input. Player cannot continue tutorial. | High | Consistent | Clip: 00:15 - Pressing R to reverse does not change gear (remains on D) | Open | Hard progression blocker in tutorial. No recovery/reset option available. | 05/05/2026 |
| C03-01 | [PC][Onboarding][Vehicle/Driving] Tutorial provides no guidance on how to initiate movement, leaving player without direction | UI / Onboarding | Pre-Alpha_v0.2.0 | PC (Windows 11) | S01 | C03 | <ol style="list-style-type: none"> 1. Start a new game 2. Enter tutorial 3. Reach vehicle section 4. Attempt to drive using incorrect gear or input 5. Continue attempting inputs without correct configuration | Game provides clear instruction on how to initiate movement (e.g. which input moves the vehicle forward) | Control overlay displays inputs but does not explain how to use them to initiate movement. No guidance or prompts indicate how to proceed. Player is left to guess how to begin driving. | High | Consistent | Screenshot: Control overlay displayed with no guidance on how to initiate movement (no instruction or prompt present) | Open | UX / onboarding issue, not a functional bug. Player understands the objective (drive forward) but is not taught how to achieve it. | 05/05/2026 |
| C04-01 | [PC][Onboarding][Vehicle/Driving] No instruction for steering controls, preventing directional input | UI / Onboarding | Pre-Alpha_v0.2.0 | PC (Windows 11) | S01 | C04 | <ol style="list-style-type: none"> 1. Start a new game 2. Enter tutorial 3. Reach vehicle section 4. View control overlay 5. Attempt to initiate movement using available inputs | Player is clearly instructed how to steer the vehicle (e.g. mouse, keys, or input method) | Control overlay displays multiple vehicle inputs but does not include any instruction for steering. Player is not informed how to change direction. Vehicle continues moving forward without clear method of turning. Leads to loss of control and collisions. | High | Consistent | Screenshot: Controls overlay missing steering input | Open | UX / onboarding issue. Contributes to player becoming stuck and unable to progress. Control overlay lists multiple inputs but does not include any instruction for steering. | 05/05/2026 |

| System Area | Risk Level | Why Risky | Tested (Y/N) | Test Depth | Issues Found (Y/N) | Notes |
|-------------------------------------|------------|--|--------------|------------|--------------------|--|
| Onboarding - Vehicle Control | High | Core interaction required to start gameplay is unclear and blocks progression | Y | Medium | Y | Gear system unclear, steering not explained, movement unreliable |
| Onboarding - Progression & Recovery | High | Player can become permanently stuck with no recovery option | Y | Medium | Y | Vehicle stuck between objects, no reset or recovery |
| Onboarding – Feedback & Guidance | High | No feedback when actions fail leads to confusion and trial-and-error | Y | Medium | Y | No indication why inputs fail (gear/input state unclear) |
| Onboarding - Input Clarity | High | Controls are not communicated, leading to incorrect assumptions and failed interaction | Y | Medium | Y | Steering input unclear, player unable to control direction |