Label	Value
QA Test Pass	Gravity's Edge – Survival Mode QA Pass
Test Intent	Conduct a short, pre-launch QA pass focused on identifying player-impacting issues within Survival Mode, including system breakage, control loss, and instability under stress conditions.
Build	Demo (no version displayed in-game)
Environment	PC (Windows 11) – 1080p – Dhaose Xbox 360 Wired PC Controller
Networks	Standard home broadband (Wi-Fi)
Tools	OBS - Google Sheets - Steam
Test Focus	Survival Mode only, with emphasis on core loop stability, gravity and movement systems, combat interaction, camera tracking, and recovery from edge-state conditions.
Headlines (Key Findings)	All core systems tested remained stable under repeated and stress-based scenarios. No crashes, soft locks, control loss, or system breakage identified within tested scope.
What's inside	1-Liner Summary – Charters – Session Notes – Risk Matrix
Evidence	Gameplay clips captured per session and linked within Bug Log entries
Approach	Risk-based exploratory QA using targeted charters focused on high-impact systems. Testing prioritised core gameplay loop, movement reliability, system interaction under pressure, and recovery from unstable states. Scenarios were repeated to confirm consistency and reproducibility.
Evidence tip	All bugs include reproducible steps and supporting video evidence.
Contact	Kelina Cowell - kelinacowellqa@gmail.com - Linkedin

Area	1-Liner	Evidence
Core Loop Stability	Core loop (start → survive → die → restart) remained stable across repeated runs with no reset or state carryover issues.	S01, S03, S05
Gravity & Movement	Gravity transitions and movement behaviour remained consistent and predictable across varied speeds, angles, and edge cases.	S01, S02
Combat Interaction	Combat inputs remained responsive during movement and under pressure, with no conflict between attack and traversal systems.	S03
Camera & Visibility	Camera tracking remained stable and maintained clear visibility of player and enemies during fast movement and combat scenarios.	S04
Recovery & Edge States	Player consistently recovered from awkward movement states with no instances of soft lock, control loss, or persistent broken states.	S05

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Gravity Transition Integrity	Verify that movement between planets behaves consistently across different approach angles, speeds, and landing positions.	Planet-to-planet transitions, landing behaviour, edge landings, direction changes after landing.	Combat balance, enemy behaviour, upgrade systems.	Jump between planets using shallow, direct, and high-speed approaches. Land near edges and immediately change direction. Repeat across multiple planets to check consistency.	Player stuck between gravity fields, inconsistent landing behaviour, snapping or jittering, loss of control during transitions.	High	Complete	S01	C01 completed with no issues identified. Gravity transitions, including edge landings and chained jumps, behaved consistently across multiple runs. No loss of control, snapping issues, or camera instability observed. System appears stable under tested conditions.
C02	Conflicting Gravity Fields & Edge Cases	Validate how the game resolves movement when multiple gravity influences or edge positioning occur.	Overlapping gravity zones, closely positioned planets, boundary traversal between planets.	Combat systems, UI feedback, upgrades.	Position player between close planets and attempt movement without committing to one surface. Traverse edges where gravity shifts. Spam jump during transitions to force instability.	Indeterminate gravity pull, sudden direction flips, player stuck in limbo, inconsistent movement resolution.	High	Complete	S02	Tested overlapping gravity fields and edge-case positioning under repeated stress conditions. Gravity resolution remained stable and predictable, with no instances of player lock, jitter, or inconsistent behaviour. System appears robust within tested scenarios.
C03	Gravity Behaviour Under Combat Pressure	Ensure gravity transitions remain stable and controllable during combat scenarios.	Movement during enemy pursuit, transitions while attacking, combined system interaction.	Enemy balance, weapon tuning, difficulty scaling.	Let enemies stack while moving between planets. Attack or use abilities during jumps and landings. Attempt evasive movement under pressure, especially at low health.	Input loss, movement inconsistency when systems overlap, camera disruption affecting survivability.	High	Complete	S03	C03 completed with no issues identified. Gravity transitions and player control remained stable under combat pressure, including enemy stacking, chained movement, and panic inputs at low health. Attack and movement systems interacted cleanly with no input loss, camera issues, or state carryover after death. System appears stable under overlapping conditions.
C04	Camera Tracking & Visibility Stability	Confirm the camera consistently tracks player movement and maintains clear visibility during traversal and combat.	Horizontal camera tracking, player centering, visibility of player and enemies during movement and combat.	UI layout, upgrade systems, enemy behaviour	Move rapidly left and right across planets, chain jumps between planets at speed, and perform sudden direction changes. Combine movement with combat to increase visual load and stress camera tracking.	Camera lag behind player movement, player drifting toward screen edge, enemies appearing too late on screen, reduced visibility during fast movement or combat.	High	Complete	S04	Camera tracking remained stable across all tested scenarios. The camera followed player movement smoothly during standard traversal, high-speed chained jumps, and rapid direction changes. No lag, delay, or desync observed. Player, enemies, and navigation space remained clearly visible at all times, including under combat pressure. No readability or control issues identified.
C05	Recovery From Movement Edge States	Verify the player can recover from unstable or awkward movement states without becoming stuck.	Recovery after failed transitions, awkward landings, mid-air state instability.	Combat balance, upgrade behaviour.	Force bad landings, partial transitions, and mid-air direction changes. Attempt to recover using movement and jumping. Repeat to confirm consistency.	Soft locks, inability to regain control, persistent broken movement state.	High	Complete	S05	No issues identified for this charter. Player consistently recovered from awkward movement states, including edge landings, mid-transition inputs, and rapid direction changes under pressure. No instances of control loss, stuck states, or soft locks observed. System resets after death/restart behaved correctly. Movement and recovery systems appear stable under stress conditions.

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S01	03/05/2026	20	Demo	PC (Windows 11)	C01	R01-R03	Gravity transition integrity, including edge landings, approach angles, and control recovery	Performed repeated planet-to-planet transitions using direct, shallow, and high-speed approaches. Tested edge landings by targeting planet boundaries and immediately reversing direction or jumping again. Repeated transitions rapidly without pause to evaluate consistency under chained movement conditions.	Gravity transitions behaved consistently across all tested approaches. Edge landings did not result in loss of control, sliding, or incorrect orientation. Control returned immediately after landing, and camera behaviour remained stable. No inconsistencies or breakages observed during rapid chained transitions.	0	-
S02	03/05/2026	20	Demo	PC (Windows 11)	C02	R04-R06	Conflicting gravity fields, overlapping influence zones, and edge-case positioning	Tested movement between closely positioned planets by jumping at varying speeds and angles. Positioned the player between multiple gravity fields and forced directional conflicts using rapid movement inputs and jump spamming. Repeated transitions across different planet groupings to evaluate consistency under stress conditions.	Gravity resolution behaved consistently under all tested conditions. The system reliably resolved to the nearest planet or player-facing orientation. No instances of delayed resolution, jittering, unstable switching, or loss of control observed, even under repeated stress inputs.	0	-
S03	03/05/2026	45	Demo	PC (Windows 11)	C03	R07-R09	Gravity behaviour under combat pressure	Tested planet-to-planet movement while enemies were actively pursuing the player. Attacked mid-air and immediately after landing, then increased pressure by keeping multiple enemies alive while chaining jumps, changing direction, and firing during movement. Finished with low-health panic inputs and death/restart checks.	Combat pressure did not interfere with gravity transitions, movement control, attack inputs, camera readability, or death/restart behaviour. Attacks triggered reliably during movement and after landing. No input loss, soft lock, freeze, trapping, or reset issue observed.	0	-
S04	03/05/2026	30	Demo	PC (Windows 11)	C04	R10-R13	Camera tracking and visibility during movement and combat	Tested camera behaviour during rapid left/right movement, chained jumps between planets, and sudden direction changes. Combined movement with combat scenarios to increase visual load and assess tracking under pressure.	Camera consistently tracked player movement without lag or delay. Player remained centered on screen during traversal and combat. Enemy visibility remained clear, and no instances of camera desync, delayed tracking, or visibility loss were observed.	0	-
S05	03/05/2026	40	Demo	PC (Windows 11)	C05	R14-R16	Recovery from awkward movement and edge-state conditions	Forced awkward edge landings, rapid chained jumps, mid-transition jump inputs, opposite-direction inputs before landing, and recovery attempts under enemy pressure. Used movement, jumping, attacking, and pause/unpause to check whether control could recover from unstable states.	No edge-state recovery issues observed. Player did not become stuck on planet edges, trapped between planets, or locked out of jump/movement after awkward landings. Pause/unpause did not introduce or preserve any broken control state. No soft locks or broken states persisted after death/restart.	0	-

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Core Loop (Start → Die → Restart)	High	Core loop failure blocks progression and breaks the entire game flow.	Y	Repeated runs with early/late deaths, restart cycles, and interruption scenarios	N	Stable across all tested scenarios; no reset or state carryover issues observed
Gravity & Movement	High	Core mechanic; failure impacts control, navigation, and player survival	Y	Varied approach angles, speeds, edge landings, and conflicting gravity scenarios	N	Consistent and predictable behaviour under all tested conditions
Combat & Input Interaction	High	Input conflict or delay directly impacts survivability and player control under pressure	Y	Combat during movement, enemy stacking, panic input scenarios	N	No input loss or system conflict observed during combat scenarios
Camera Tracking & Visibility	High	Poor visibility or camera lag can reduce player awareness and reaction time	Y	Fast movement, chained jumps, direction changes, and combat scenarios	N	Camera remained stable with no visibility or tracking issues