

Label	Value
Project	Mind Match (Demo QA Mini-Pass)
Test Intent	Short exploratory QA pass targeting onboarding clarity and real-time decision-making in active gameplay
Build	Demo v0.4.0
Environment	PC (Windows 11) - 1080p - Keyboard/Mouse
Networks	Standard home broadband (Wi-Fi)
Tools	OBS - Google Sheets - Steam
Test Focus	Match outcome clarity and decision-making under gameplay (system understanding, feedback visibility, and player interpretation of outcomes)
Headlines (Key Findings)	Main menu interaction is unclear due to drag-based input, blocking initial access Core systems and tile behaviour are not sufficiently explained during onboarding System feedback and value changes are unclear, making outcomes difficult to interpret Inconsistent terminology and unclear system relationships disrupt decision-making during gameplay New elements and mechanics are introduced without explanation, forcing guess-based interaction
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	Charter-based exploratory testing focused on systems introduced in the tutorial and early gameplay, followed by real-time decision-making assessment under active gameplay conditions
Evidence tip	All bugs include reproducible steps and supporting video evidence.
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Area	1-Liner	Evidence
Main Menu Interaction	Main menu appears non-responsive due to unclear drag-based interaction, blocking access to gameplay on first attempt.	S01
Level Selection / Pop-up Interaction	Level hover pop-up presents an apparent “Conjure” button that does not respond to click and lacks clear purpose, causing interaction confusion before gameplay	S02
Refresh Action Feedback	Refresh action displays a “+1%” change without explaining what the value represents or how it impacts gameplay	S02
System Feedback / Value Changes	Core values update (e.g. 3 → 1) without clear cause, making outcomes difficult to interpret	S02
Tile & Ability System Clarity	Not all tile types shown in gameplay and UI are explained during onboarding, resulting in partial understanding of the core loop	S02
Status Effects / Terminology Consistency	Same symbol is presented with multiple names (e.g. Corrupt, Dark Thought, Torment), making it difficult to recognise and understand effects during decision-making	S03
Enemy Behaviour / System Interaction	Enemy state changes are not clearly linked to player actions, making cause → effect relationships difficult to understand during combat	S03
Relic System / Post-Decision Feedback	Relic effects are not clearly visible during gameplay, making it difficult to understand their impact after selection	S03
Tile System / New Mechanic Introduction	New tile types can appear during gameplay without prior explanation, preventing players from understanding how to interact with them	S03

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Match → Outcome Clarity	Evaluate whether tile matches clearly translate into gameplay effects and outcomes.	Tile matching (all types) Resource generation Ability activation triggered by matches Immediate combat feedback from matches	Relic system Long-term progression UI visual style preferences	Play through combat encounters focusing on different match types. Observe outcomes after each match and attempt to predict results before they occur. Repeat similar matches to check consistency and clarity of results. Note moments where outcomes are unclear, unexpected, or require guessing.	Player cannot link actions to results Feedback is unclear or inconsistent Systems appear random instead of intentional	High	Complete	S02	Core systems and feedback are introduced before sufficient context is provided, resulting in partial understanding of tile behaviour, ability effects, and system values. Multiple interactions (e.g. Refresh modifier, tile matching outcomes, and UI elements) required guessing to interpret results, indicating unclear action → outcome mapping during early gameplay.
C02	Cognitive Load & Decision-Making Under Gameplay	Assess whether information can be processed and decisions made effectively during active gameplay.	Combat flow UI information during gameplay Upgrade and decision moments (post-fight, shop, choices)	Art quality Animation polish (unless impacting clarity) Audio	Play at a natural pace without pausing. Make decisions quickly based on available information and observe where hesitation or confusion occurs during active gameplay	Information overload Player hesitation or indecision Important information lost among visual noise	High	Complete	S03	Decision-making is consistently disrupted by unclear system relationships, inconsistent terminology, and lack of visible feedback following player actions. Players are unable to reliably interpret outcomes or evaluate decisions during active gameplay, leading to hesitation and guess-based interaction rather than intentional play

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S01	02/05/2026	10	v0.4.0	PC (Windows 11)	N/A	N/A	Initial interaction / Main menu access	Launched the demo and attempted to start a new game via the main menu. Tested interaction with all menu options using standard click input, then explored alternative input (drag) to verify behaviour.	Main menu interaction is misread as non-responsive due to drag-only input. Expected click interaction does not trigger any response, creating a barrier to entering gameplay on first attempt.	0	
S02	02/05/2026	60	v0.4.0	PC (Windows 11)	C01	R01	Match outcome clarity / tutorial onboarding	Played through the tutorial and early gameplay, focusing on how tile matching, hero abilities, and system feedback are introduced and communicated. Observed how actions translated into outcomes and whether results were predictable and understandable.	Core systems and feedback are introduced before sufficient context is provided, leading to partial understanding and guess-based interaction. This includes unclear tile roles, unexplained system modifiers (e.g. percentage values), and value changes that are not clearly communicated.	0	Main menu appears unresponsive (drag interaction required) Level pop-up shows non-responsive "Conjure" button Refresh action displays unclear "+1%" effect Probability panel before Refresh (0%) Probability panel after Refresh (1%) Multiple tile types shown without explanation in tutorial
S03	02/05/2026	70	v0.4.0	PC (Windows 11)	C02	R02	Decision-making under gameplay / cognitive load	Played through multiple combat encounters and one event/shop interaction at normal pace without pausing, focusing on how quickly decisions could be made in real gameplay conditions. I observed how systems interacted, how feedback was presented, and how new elements were introduced during play	Inconsistent terminology is used for the same symbol, appearing as Corrupt, Dark Thought, and Torment, which disrupts recognition and understanding. Enemy state changes occur after player actions but are not clearly linked to those actions, making cause and effect difficult to interpret. Relic effects are not visibly communicated after being selected and placed, making it unclear what impact they have on gameplay. New tile types, such as a bomb symbol, appear during gameplay without prior explanation or UI reference, forcing the player to guess how to interact with them	0	Terminology inconsistency Enemy state change (cause → effect) New tile (bomb) introduction

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Main Menu / Entry Interaction	High	First point of interaction; unclear input behaviour (drag vs click) can prevent players from accessing gameplay	Y	Light (initial interaction only)	Y	Menu presents as standard button UI but requires drag interaction; caused initial failure to start game. Confirmed by another player report and acknowledged by dev.
Tutorial / Onboarding Clarity	High	Core mechanics and systems are introduced without sufficient context, which can prevent players from understanding how to play correctly	Y	Light-Moderate (tutorial baseline)	Y	Tutorial instructions indicate actions but do not clearly show where to perform them or what systems represent, leading to hesitation and uncertainty during onboarding
Match → Outcome Clarity (Core Loop)	High	Core gameplay relies on understanding how matches translate into effects; unclear mapping can result in guess-based play instead of intentional decisions	Y	Moderate (tutorial + early gameplay)	Y	Multiple cases where actions produce results that are not clearly explained (e.g. Refresh action modifying probability values without context), reducing understanding of core systems
UI Feedback & Interaction Clarity	High	UI elements that appear interactive but do not behave as expected can cause confusion and hesitation	Y	Moderate (tutorial + early gameplay)	Y	Examples include hover pop-ups with apparent buttons that do not respond to clicks and UI elements presented before sufficient context is given
Decision-Making / System Clarity Under Gameplay	High	Gameplay relies on the player understanding system relationships, feedback, and outcomes in real time; unclear interactions and inconsistent information can lead to hesitation and guess-based decisions	Y	Moderate (active gameplay decision-making)	Y	Inconsistent terminology (e.g. Corrupt, Dark Thought, Torment) disrupts recognition of mechanics. Enemy state changes are not clearly linked to player actions, making cause → effect relationships difficult to interpret. New elements, such as bomb tiles, are introduced without explanation. Relic effects are not visibly communicated during gameplay. These issues collectively reduce player confidence and lead to hesitation and guess-based decision-making

Moment	Player Expectation	Actual Experience	Friction Type	Impact	Severity	Notes
First interaction with main menu	Clicking a menu option (New Trial, Collection, etc.) will open that option	Clicking does nothing; options only activate when dragging the icon across the button, which is not indicated	Interaction clarity / affordance mismatch	Player may assume the game is unresponsive or broken and fail to start the game	High	Menu visually presents as standard buttons, but requires a drag interaction. Dev confirmed multiple players gave up at this stage.
New Trial → Level selection (hover pop-up)	Hovering a level provides clear information, and any visible button is clickable and performs an obvious action	Hovering a level displays a pop-up with a "Conjure" button, but clicking it produces no response. The text lacks context, making it unclear whether this is a description or an interactive element	Interaction clarity / unclear UI purpose	Player hesitates and cannot determine whether the element is interactive or what the information represents, delaying progression into gameplay	Medium-High	Pop-up appears before the player has context for "Conjure," and button styling suggests interactivity without feedback
Tutorial → Refresh action + probability panel	Instruction clearly explains what "+1%" affects, and the player understands whether the change is beneficial or harmful	" +1% for this fight" increases a value in the probability panel (from 0% to 1%), but the purpose of that value is unclear. The player cannot determine what the percentage represents, whether the change is beneficial, or how it impacts gameplay	Unclear system feedback / missing context	Player cannot interpret the outcome of the action, making it difficult to assess its value or make informed decisions. This leads to guess-based play rather than intentional use of the mechanic	Medium-High	Change is reflected in the probability panel, but the system itself is not explained at this stage. The relationship between the action ("Refresh") and the percentage change is not clearly communicated
Tutorial → Hero activation / tile selection outcome	Selecting a tile and triggering a hero action results in a clear and understandable change, with values updating in a predictable way	After selecting a lightning tile as instructed, the associated value changed from 3 to 1 without a clear explanation. The relationship between the action taken and the resulting value change is not communicated	Unclear system feedback / unclear value change	Player cannot understand why values increase or decrease, making it difficult to track progress or evaluate the effectiveness of actions. This leads to confusion and guess-based interaction	Medium-High	Tutorial explains that the hero can activate and that tiles contribute to actions, but does not clearly explain how values are consumed, reduced, or recalculated after activation
Tutorial → Early gameplay (after heroes introduced)	All tile types shown in the grid and UI are introduced and explained, with a clear link between each tile and its corresponding hero ability or effect	The tutorial introduces four heroes and their associated symbols (pencil, droplet, lightning, moon), but additional tile types and symbols appear in the grid and probability panel without explanation. The player cannot determine what these extra tiles represent or how they affect gameplay	Incomplete system onboarding / unclear mechanics	Player cannot build a complete understanding of the core gameplay loop, leading to partial understanding (known hero tiles) mixed with guess-based interaction (unknown tiles)	High	Tutorial establishes a clear link between some tiles and hero abilities, but does not extend that explanation to all tile types present in gameplay and UI
Event / choice screen → encountering status effects (Corrupt / Dark Thought / Torment)	Symbols and status effects use consistent naming and meaning across gameplay, allowing the player to recognise and make decisions based on prior knowledge	The same symbol appears during combat as "Corrupt," but is later described as "Dark Thought" and "Torment" in an event screen. A new related symbol ("Torment") is also introduced without explanation, and does not appear in subsequent gameplay. The relationship between these terms and symbols is unclear	Inconsistent terminology / unclear system relationships	Player cannot reliably interpret status effects or make informed decisions during events, as previously seen symbols do not map consistently to known mechanics. This disrupts decision-making and creates uncertainty about outcomes	High	Same visual symbol is associated with multiple names ("Corrupt," "Dark Thought," "Torment") without clarification of whether they represent the same system or different effects
Early combat → after first tile match (enemy passive update)	Enemy state changes are clearly linked to player actions, allowing the player to understand how their choices influence enemy behaviour	After matching three droplet tiles, the enemy passive state changed (new icon/value appeared), but the relationship between the player action and the enemy change is not explained. The player cannot determine what triggered the change or how it affects the enemy	Unclear cause → effect / system interaction	Player cannot understand how their actions influence enemy behaviour, reducing their ability to plan or react effectively during combat. This leads to reactive or guess-based decisions rather than strategic play	High	Enemy passive state updates immediately after player action, but without clear feedback linking the two. No indication whether the change is beneficial or harmful to the player
Shop → relic selection and placement → next combat	After selecting and placing a relic, its effect is noticeable or clearly communicated during subsequent gameplay	Relic ("Nails") is selected and placed on the grid, but during the following combat there is no clear or noticeable change in gameplay. The player cannot identify what the relic does or how it is affecting the run	Unclear feedback / invisible effect	Player cannot evaluate the value of relic choices, reducing confidence in decisions and making progression feel random rather than strategic	High	Relic description provides information, but effect is not clearly surfaced during gameplay (no visible trigger, feedback, or change tied to the relic)
Mid-combat → new tile generated by hero action (bomb symbol)	When a new tile type appears during gameplay, its purpose and effect are either already known or clearly introduced so the player can make an informed decision	A new tile (bomb symbol) appears on the grid after a hero action, but it has not been introduced in the tutorial or UI. There is no explanation of what it does or whether triggering it is beneficial or harmful	Unintroduced mechanic / missing onboarding	Player cannot safely interact with the new element, leading to hesitation or avoidance. This interrupts flow and reinforces guess-based decision-making	High	Bomb tile does not appear in the UI reference panel and is not explained when first introduced, leaving the player without context for its behaviour