

Label	Value
Project	Stamperor Demo QA Mini-Pass (Hotfix v0.0.5)
Test Intent	Run a short QA mini-pass on Demo Hotfix v0.0.5 focusing on system consistency after state changes and clarity of player-facing feedback under real gameplay conditions
Build	Demo Hotfix v0.0.5
Environment	PC (Windows 11) - 1080p - Keyboard/Mouse
Networks	Standard home broadband (Wi-Fi)
Tools	OBS - Google Sheets - Steam
Test Focus	Menu input stability, destruction system feedback, decision outcome clarity, and regression of previously observed input issues
Headlines (Key Findings)	- End-of-cycle input is unreliable and can return player to main menu instead of continuing - Re-testing shows input instability can trigger unintended UI and soft lock - Bracket values (+/-) are not explained, forcing player interpretation of system state - Decision outcomes do not clearly align with visible system values
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-driven testing focused on high-risk systems referenced in recent updates, using short, repeatable runs to validate behaviour under normal and stressed conditions. Testing prioritised player understanding, system clarity, and input reliability over full feature coverage
Evidence tip	All bugs include reproducible steps and supporting video evidence.
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Area	1-Liner	Evidence
Menu Navigation & Input Handling	End-of-cycle screen input is unreliable and can return player to menu instead of continuing	Watch Clip – Input Failure (End Cycle) 1
Menu Navigation & Input Handling (Regression)	Re-testing shows input instability can trigger unintended language menu and soft lock	Watch Clip – Input Failure (End Cycle) 2
Population & Building System Clarity	Bracket values (+/-) appear after destruction but are not explained, forcing player guesswork	View Before State / View After State
Decision Outcome Clarity	Decision values (e.g. -15 population) do not clearly align with visible system values	View Before Decision (Population) View After Decision (Population)

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Menu State Transitions	Verify that menu navigation and input handling remain stable across state transitions	Options menu behaviour, transitions between menu and gameplay, end-of-cycle screen input handling	Visual polish, localisation, and UI styling not affecting navigation or input behaviour	Tested menu transitions from main menu and in-game states, including repeated open/close actions, pause menu access, and end-of-cycle screen interactions; stressed input handling through repeated and varied inputs	Input not registering, inconsistent input behaviour across states, misleading UI instructions, blocked progression due to failed input handling	High	Complete	S002	End-of-cycle screen input handling is inconsistent; ESC key unresponsive and mouse input may fail or delay, with incorrect transition to main menu instead of continuing cycle. Instruction "Click anywhere to continue" is misleading given actual behaviour
C02	Destruction → System Update Integrity	Verify whether system changes after destruction are both correct and understandable to the player	Housing destruction, population and building values, bracket value behaviour, real-time vs summary feedback following destruction events	Long-term balancing, economic tuning, and systems not directly impacted by destruction events	Triggered destruction events through natural cycles (earthquake), recorded population and building values before and after, analysed bracket value behaviour, repeated runs to confirm consistency and interpretability of system feedback	Unclear bracket value meaning, lack of system transparency, player forced to interpret core system changes, mismatch between system behaviour and player understanding	High	Complete	S001	Bracket values (e.g. +4, -14) appear after destruction events and behave consistently but are not explained in the UI. Player must infer meaning (e.g. damaged buildings or incoming population), creating uncertainty around core system state and decision-making.
C03	Decision Outcome Clarity	Assess whether decision outcomes are understandable and align with visible system values	Decision cards, population changes, immediate feedback after decisions, clarity of cause → effect	Deep system balance, late-game scaling, optimisation of decision values	Make controlled decisions with known expected outcomes, track resulting system changes, compare expected versus actual behaviour, and identify points where outcomes feel unclear, inconsistent, or disconnected from player input.	Hidden or unclear logic, insufficient feedback, outcomes that feel random or misleading, weak connection between player choice and result.	High	Complete	S003	Decision indicating "15 population" does not clearly align with visible values (e.g. 5 (+7) → 5 (4)), outcome cannot be easily reconciled by the player, breaking cause → effect understanding
C04	Regression Check (Hotfix Focus)	Confirm that recently fixed issues remain stable under repeated, varied, and stress conditions.	Options menu behaviour, end screen exit functionality, housing capacity updates, previously identified hotfix areas.	New feature testing and unrelated systems not referenced in the hotfix.	Re-test known problem areas across multiple runs, vary timing and interaction sequences, apply rapid or repeated inputs to stress the systems, and confirm whether fixes hold consistently under different conditions.	Partial fixes, edge-case failures, regressions under stress conditions, inconsistencies between expected and actual behaviour.	High	Complete	S004	Re-testing confirms instability in end-of-cycle input handling; ESC and mouse input remain unreliable, can trigger unintended language menu, and may result in a soft lock requiring forced closure, indicating regression issues under repeated conditions

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S001	30/04/2026	20	Demo v0.0.5	PC (Windows 11)	C02	R001	Destruction → System Update Visibility	Established baseline values, triggered earthquake, compared population and building values before and after destruction	Bracket values appear after destruction but are not explained, requiring player interpretation	0	Screenshot: Post Earthquake Values Screenshot: Post Earthquake Values
S001	30/04/2026	20	Demo Hotfix v0.0.5	PC (Windows 11)	C02	R002	Bracket Value Behaviour Consistency	Repeated destruction scenario, tracked value changes before and after earthquake, compared bracket behaviour	Buildings showed (-14) after destruction, likely damaged/unusable; population showed (+4) with unclear meaning; behaviour consistent but not communicated	0	-
S001	30/04/2026	20	Demo Hotfix v0.0.5	PC (Windows 11)	C02	R003	System Behaviour Without Destruction Events	Completed full run with no earthquake, observed system behaviour under non-destructive conditions	No destruction event occurred, so bracket value behaviour could not be revalidated in this run	0	-
S002	30/04/2026	15	Demo Hotfix v0.0.5	PC (Windows 11)	C01	R001	End-of-cycle screen input behaviour	Reached end-of-cycle screen, tested ESC and mouse input across multiple areas, repeated clicks to verify responsiveness	ESC input unresponsive; mouse input delayed/inconsistent; input eventually registers but returns to main menu instead of continuing	1	Clip: End Cycle Input Issue
S003	30/04/2026	20	Demo Hotfix v0.0.5	PC (Windows 11)	C03	R001	Decision Outcome Clarity (Population Changes)	Observed decision outcome affecting population ("Allow people to leave -15"), compared expected vs actual population values before and after selection	Decision outcome does not clearly align with visible population values; UI shows 5 (+7) before decision and 5 (-8) after, making the impact of "-15" unclear	0	Screenshot: Before State Screenshot: After State
S004	30/04/2026	10	Demo Hotfix v0.0.5	PC (Windows 11)	C04	R001	End-of-cycle screen input stability (regression check)	Re-tested end-of-cycle screen input using ESC and mouse with varied timing and interaction patterns to check consistency	Input remains unstable; ESC and mouse do not respond reliably, can trigger unintended language menu, and may result in a soft lock requiring forced closure	1	Clip: Input Failure (End Cycle)

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
C01-01	End-of-cycle screen input unresponsive and may return player to main menu	UI / Menu Navigation	Demo Hotfix v0.0.5	PC (Windows 11)	S002	C01	1. Play until end-of-cycle screen appears 2. Press ESC (no response) 3. Click multiple areas of the screen (background, arm, paper) 4. Continue clicking repeatedly	Clicking anywhere should consistently continue to the next cycle	ESC has no effect, mouse input is unresponsive or delayed; after repeated clicking, input eventually registers but returns player to main menu instead of continuing	High	1/1	Clip: End Cycle Input Issue	New	Instruction "Click anywhere to continue" is misleading, ESC unresponsive (0:02-0:03), repeated mouse input required (0:05-0:34), input finally registers (audio click at 0:34) but returns to main menu at 0:36 instead of continuing	C01	30/04/2026
C01-02	End-of-cycle screen can trigger unintended language menu and soft lock game	UI / Input Handling	Demo Hotfix v0.0.5	PC (Windows 11)	S004	C04	1. Play until end-of-cycle screen appears 2. Press ESC once 3. Click to continue on the paper 4. Continue clicking calmly	Input should respond consistently, no unrelated UI should appear, and the game should continue to the next cycle.	ESC and mouse input do not respond. An unexpected language selection menu appears. After additional input the menu disappears, but the game becomes unresponsive and requires closing via the Windows key.	High	1/1	Clip: Input Failure (End Cycle)	New	End-of-cycle input handling is unstable, triggering unintended UI and resulting in a soft lock that prevents progression.	C04	30/04/2026

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Population & Building State Updates	High	Core system tied to survival and decision-making; unclear feedback can lead to incorrect player actions	Y	Repeated runs with destruction events (earthquake), before/after comparison	Y	Bracket values appear after destruction but are not explained, forcing player interpretation of system state
System Feedback & UI Clarity	High	Critical system information is not clearly communicated, increasing cognitive load and uncertainty	Y	Observed across multiple runs and post-event states	Y	Bracket values (+/-) have no defined meaning in the UI, increasing cognitive load and uncertainty
Menu Navigation & Input Handling	High	Failure to register input or incorrect state transitions can block progression and cause unintended exits	Y	Targeted menu and state transition testing, including repeated input and end-of-cycle interaction	Y	End-of-cycle screen input is unreliable; ESC has no effect and mouse input may fail or delay, with incorrect transition to main menu
Decision Outcome Clarity	High	Unclear or misleading decision outcomes break player understanding and reduce trust in system rules	Y	Targeted decision testing with expected outcome comparison (before/after values)	Y	Decision "-15 population" does not align clearly with visible values (e.g. 5 (+7) → 5 (-8)), making outcome difficult to interpret

Moment	Player Expectation	Actual Experience	Friction Type	Impact	Severity	Notes
Post-destruction system update (after earthquake event)	Clear understanding of what changed to population and buildings, including whether losses, damage, or gains occurred	Population and building values display bracketed numbers (e.g. +4, -14) with no explanation, requiring the player to guess whether these represent damage, temporary states, or incoming changes	System Clarity / Feedback Communication	Player cannot confidently interpret core system state after a major event, leading to hesitation and guesswork in decision-making	Medium-High	Bracket values appear consistently after destruction events but are not defined anywhere in the UI. Understanding system impact requires player inference rather than clear feedback
End-of-cycle screen input (before next cycle begins)	Clear and immediate response when attempting to continue or exit using standard inputs (mouse or ESC)	ESC key has no effect; mouse input is unresponsive or delayed despite instruction "Click anywhere to continue"; after repeated input, game returns to main menu instead of continuing	Input Handling / UI Responsiveness	Player may become stuck or lose progress, with confusion caused by unresponsive inputs and incorrect outcome	High	Instruction "Click anywhere to continue" is misleading given inconsistent input behaviour and incorrect transition to main menu
Decision outcome affecting population (player choice)	Decision outcome should clearly reflect the stated change (e.g. -15 population) and align with visible values	Decision indicates -15 population, but visible values (5 (+7) → 5 (-8)) do not clearly match the expected result, making the outcome difficult to interpret	System Clarity / Cause → Effect Breakdown	Player cannot confidently understand how decisions affect core systems, reducing trust and making future decisions feel unreliable	High	Decision values are presented as absolute (-15) but system appears to operate on layered or hidden values not visible to the player