

Label	Value
<b>QA Pass</b>	The Grimwood Hex - Clarity & Readability Validation Under Tactical Pressure
<b>Test Intent</b>	Evaluate combat readability, tactical clarity, environmental readability, and system understanding during escalating turn-based encounters.
<b>Build</b>	Steam Demo (No Build Number Viewable)
<b>Environment</b>	PC (Windows 11) - 1080p - Keyboard/Mouse
<b>Networks</b>	Standard home broadband (Wi-Fi)
<b>Tools</b>	OBS - Google Sheets - Steam
<b>Test Focus</b>	Card outcome clarity, combat feedback, tactical positioning, tile reveal readability, route planning clarity, and high-pressure combat readability.
<b>Headlines (Key Findings)</b>	Combat readability and tactical feedback remained consistently understandable throughout testing. Difficulty escalation appeared driven primarily through tactical pressure and multi-enemy management rather than unclear systems or readability breakdowns. Tile reveal and environmental communication remained readable during expanding board progression and repeated failure states.
<b>What's inside</b>	1-Liner Summary - Charters - Session Notes - Bug Log - Risk Matrix - STAR Summary - Player Experience Notes
<b>Evidence</b>	Gameplay clips captured per session and linked within Bug Log entries
<b>Approach</b>	Focused charter-based pass aligned to core gameplay systems described by the developer. Testing prioritised readability, player understanding, tactical communication, and pressure-state clarity rather than exhaustive bug hunting or balance analysis.
<b>Evidence tip</b>	All bugs include reproducible steps and supporting video evidence.
<b>Contact</b>	Kelina Cowell - kelinacowellqa@gmail.com - <a href="#">Linkedin</a>

Area	1-Liner	Evidence
Combat Readability	Combat outcomes remained consistently understandable during testing.	S01
Tactical Feedback	Positioning consequences felt predictable and understandable.	S01
Player Trust	Failures felt attributable to player decisions rather than unclear systems.	S01
Card Clarity	Card outcomes matched player expectations during combat.	S01
Tile Reveal Readability	Tile indicators communicated encounter and resource types clearly upon reveal.	S02
Environmental Readability	Expanding board layouts remained readable and easy to process during progression.	S02
Route Planning	Route decisions remained understandable and strategically readable throughout testing.	S02
Threat Escalation	Difficulty increased through tactical pressure rather than unclear systems or board confusion.	S03
High-Pressure Readability	Combat readability and board-state understanding remained stable during repeated failure states.	S03
Tactical Overload	Multi-enemy encounters increased strategic difficulty without causing major readability breakdowns.	S03

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Card → Outcome Clarity & Feedback	Evaluate whether card usage produces clear, immediate, and understandable outcomes during combat	Card effects, combat feedback, hit confirmation, synergy readability, repeated card usage, enemy reactions, visual/audio feedback	Balance tuning, story, animation quality, art critique, full combat balancing	Repeat card usage across multiple combat situations and compare expected vs actual understanding of outcomes	Unclear outcomes, weak feedback, player uncertainty, hidden synergies, delayed or overlapping feedback	High	Complete	S01	Combat readability and tactical feedback remained consistently understandable during testing. Deaths and failed strategies were attributable to player decision-making rather than unclear combat communication or hidden system behaviour.
C02	Tile Placement & Environmental Impact	Assess whether tile placement clearly affects gameplay, movement, and combat	Tile placement, environmental interaction, movement influence, combat positioning, board layout experimentation	World design critique, visual art feedback, progression pacing	Test tile layouts in different combat and movement scenarios to evaluate predictability and environmental readability	Unclear placement impact, poor environmental communication, inability to predict gameplay outcomes	High	Complete	S02	Tile reveal communication and environmental readability remained consistently understandable during testing. Tile indicators clearly communicated encounter/resource types upon reveal, allowing informed short-term route decisions without overwhelming cognitive load. Environmental systems supported tactical planning and remained readable as board complexity increased.
C03	System Interaction Under Time Pressure	Evaluate whether overlapping systems remain understandable during time pressure and stacked decisions	Mid-run decision making, late-day scenarios, combat + tile + movement interaction, overlapping feedback	Difficulty tuning, game pacing opinions, progression balance	Stress multiple systems simultaneously during higher-pressure gameplay states	Cognitive overload, unclear priorities, overlapping feedback, player confusion during rapid decisions	Medium	Complete	S03	System readability remained stable during escalating encounters and repeated failure states. Threats, enemy behaviour, and board-state information remained understandable under pressure, with failures primarily caused by tactical decision-making limitations rather than unclear system communication or cognitive confusion.

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S01	08/05/2026	20	Steam Demo No build number viewable	PC (Windows 11)	C01	R01-R03	Card outcome clarity, combat readability, tactical feedback	Tested repeated card usage across multiple combat encounters, observed enemy turn readability, evaluated positioning consequences, monitored combat feedback during escalating encounter complexity, and assessed clarity of death/failure states during normal gameplay progression	Combat outcomes remained consistently understandable during testing. Card effects, enemy behaviour, positioning consequences, and turn-state transitions communicated clearly enough for informed decision-making. Repeated deaths were attributable to player decision-making rather than unclear systems or hidden information. No major clarity breakdowns observed during combat escalation.	0	-
S02	08/05/2026	20	Steam Demo No build number viewable	PC (Windows 11)	C02	R04-R06	Tile reveal readability, environmental communication, route planning clarity	Tested tile reveal readability during expanding board progression, observed environmental communication during route selection, evaluated readability of tile indicators under increasing board complexity, and monitored whether route/path decisions remained understandable during repeated runs and combat progression	Tile reveal communication and environmental readability remained consistently understandable during testing. Tile indicators clearly communicated encounter/resource types upon reveal, allowing informed short-term route decisions without overwhelming cognitive load. Environmental systems supported tactical planning and remained readable as board complexity increased.	0	-
S03	08/05/2026	30	Steam Demo No build number viewable	PC (Windows 11)	C03	R07-R09	Threat readability, tactical pressure, multi-enemy decision-making	Tested escalating encounters and repeated failure states during normal gameplay progression, observed combat readability under multi-enemy pressure, evaluated board-state clarity during high-threat encounters, and monitored whether tactical understanding remained stable during repeated deaths and constrained decision-making scenarios	System readability remained stable during escalating encounters and repeated failure states. Threats, enemy behaviour, and board-state information remained understandable under pressure, with failures primarily caused by tactical decision-making limitations rather than unclear system communication or cognitive confusion. Difficulty escalation appeared driven by enemy saturation and tactical demand rather than readability breakdown.	0	-

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Card Outcome Clarity	High	Core combat decisions rely on players understanding card results and tactical consequences quickly and accurately.	Y	Moderate	N	Card effects and combat outcomes remained consistently understandable during repeated combat encounters.
Combat Feedback	High	Weak feedback can reduce player trust and make tactical learning difficult in turn-based combat.	Y	Moderate	N	Visual/audio feedback and turn resolution communicated outcomes clearly during testing.
Enemy Turn Readability	High	Players must understand enemy actions and threats in order to make informed positioning decisions.	Y	Moderate	N	Enemy behaviour and state transitions remained readable throughout encounters and death states.
Tactical Positioning	High	Positioning is described by the game as critical for survival, making clarity of spatial consequences essential.	Y	Moderate	N	Positioning consequences felt predictable and understandable during combat scenarios.
Tile Reveal Readability	High	Players rely on immediate understanding of revealed tiles to make informed route and survival decisions.	Y	Moderate	N	Tile indicators clearly communicated encounter/resource types immediately upon reveal during repeated runs.
Environmental Readability	Medium	Expanding board layouts can increase cognitive load and reduce route-planning clarity during longer runs.	Y	Moderate	N	Board expansion and environmental information remained easy to process without major readability breakdowns.
Route Planning Clarity	Medium	Players must quickly evaluate short-term pathing decisions while balancing combat and resources.	Y	Moderate	N	Route selection remained understandable and strategically readable throughout testing.
Multi-Enemy Threat Management	High	Escalating encounters may overwhelm players if threat prioritisation becomes difficult to process.	Y	Moderate	N	Difficulty increased primarily through tactical demand and enemy saturation rather than confusion or unclear combat states.
High-Pressure Combat Readability	High	Readability breakdowns during pressured encounters can damage player trust and learning.	Y	Moderate	N	Board-state clarity and enemy behaviour remained understandable during repeated failure states and high-pressure encounters.