paradox® INTERACTIVE

The Challenge:

Understanding and Respecting QA

Who am I?

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Studied Computer Game Development at Stockholm University

What have I worked on?

A Game of Dwarves
Ancient Space
Cities in Motion
Cities in Motion 2
Cities: Skylines
Crusader Kings II
Dungeonland
East vs. West (Canceled)
Europa Universalis IV
Hearts of Iron III
Hearts of Iron IV
Hollowpoint
Impire
Knights of Pen and Paper +1 Edition
Knights of Pen and Paper II

Leviathan: Warships
Magicka
Magicka 2
Magicka: Wizards of the Square Tablet
Magicka: Wizard Wars
Pillars of Eternity
Runemaster (Canceled)
The Showdown Effect
Starvoid
Sword of the Stars II
Teleglitch: Die More Edition
Warlock
Warlock 2
War of the Roses
War of the Vikings

Who are Paradox?

- Located in Stockholm, Sweden
- Founded in 1999
- Independent since 2004

- Internally developed
  Europa Universalis, Crusader Kings, Hearts of Iron, Victoria, etc.

- Published
  Magicka, Cities: Skylines, Pillars of Eternity, Mount & Blade: Warband, Knights of Pen and Paper, etc.

QA at Paradox

Paradox Studios Group QA

- 17 people (divided into pods)
- Internal titles (developer)

Paradox Interactive QA

- 13 people
- External titles (publisher)

Europa Universalis IV / EUIV-29

Canals - The canals look like a polar bear

Why this talk?

- We all want to make good games
- "Good games" = High quality
- QA literally assures the quality of the product
- Current situation: Huge image problem

CONAN, WHAT IS BEST IN LIFE?

TO CRUSH YOUR GAMES, SEE THE BUGS DRIVEN BEFORE YOU, AND HEAR THE LAMENTATIONS OF THE DEVELOPERS

First off...

What do QA do?

- Exploratory testing
- Network testing
- Feature testing
- Compatibility testing
- Soak testing
- Smoke testing
- Negative testing
- "Bad idea" testing
- …Etc
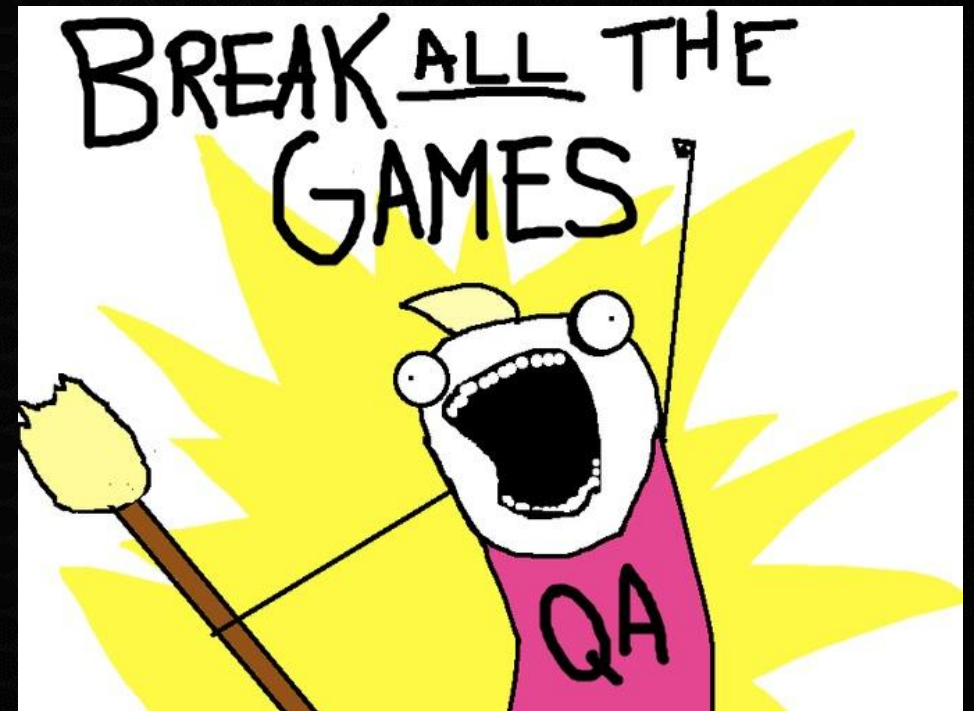
What does a game need?

- ## Playability
  The game needs to be engaging and entertaining.

- ## Usability
  The players should be able to interact with the game in an efficient and intuitive way.

- ## Stability
  The game should be as bug-free as possible.

What's QA's role?

- Finding bugs
- Giving input on design

But why?

- ## Reviews
Bad reviews = Lost players

- ## Money
Bugs can be expensive

So what's the problem?

- "Stepping stone"
- Salary
- Contracts
- Respect
- Getting heard

How do we fix it?

- Hiring
- Self-improvement
- Full-time contracts

How do you help us fix it?

- Belonging
- Respect

Summary

1. Happy testers
2. Better tests
3. Better quality
4. ???
5. PROFIT!

Questions?

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