

[11/14/15, 10:01:32 AM] Weekend Testers Americas: Hello everyone and welcome to Weekend Testing Americas

[11/14/15, 10:01:39 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: INTRODUCTIONS"

[11/14/15, 10:01:40 AM] gauri.nayyar: Hi

[11/14/15, 10:01:46 AM] Sirisha A: Hi

[11/14/15, 10:01:49 AM] Weekend Testers Americas: First order of business, introduce yourselves.

[11/14/15, 10:01:50 AM] Albert Gareev: Hello!

[11/14/15, 10:02:03 AM] Weekend Testers Americas: Weekend Testers Americas added Dan Panachyda to this conversation

[11/14/15, 10:02:05 AM] Weekend Testers Americas: added

[11/14/15, 10:02:12 AM] Albert Gareev: My name is Albert Gareev. I'm Toronto based testing and automation consultant. I blog at <http://automation-beyond.com/> and I occasionally tweet as @AGareev.

I'm another facilitator of Weekend Testing Americas, and I run Toronto WT chapter and meetup (<http://www.meetup.com/Weekend-Testing-Toronto-Meetup/>).

[11/14/15, 10:02:18 AM] Global Discoveries Store Chancellor: Raynold from Toronto

[11/14/15, 10:02:26 AM] Sirisha A: Sirisha from Toronto

[11/14/15, 10:02:30 AM] JeanAnn Harrison: Am Jean Ann Harrison, located in the Greater Orlando, FL Area.

I've been doing testing as a job for over 15yrs and mobile testing for 9 yrs now. Wow, how time flies! I've done all kinds of testing on mobile phones, tablets and medical device testing. In particular I love test design and Exploratory testing. You can address me as "JAH" to make things easier and faster. :)

[11/14/15, 10:03:12 AM] gauri.nayyar: I am Gauri from Toronto

[11/14/15, 10:03:33 AM] Weekend Testers Americas: Hello everyone, WTA is being played today by Michael Larsen. Retired AST president, Black belt in the Miagi-Do School of software testing, WTA Facilitator for five years (as of yesterday, Happy Birthday to us :!!!!) and you can find my blog at <http://mklitesthead> and I'm on Twitter at @mklitesthead.

[11/14/15, 10:03:49 AM] Shirin Panna: Shirin from NYC

[11/14/15, 10:04:00 AM] Raghu: Hello everyone, I am Raghu, an avid learner and ET enthusiast from India. Working in the UK now - testing Insurance products.

Close to 10 years of professional work ex.

[11/14/15, 10:04:15 AM] David Tangness: Hi all, I'm David Tangness, Toronto-area software tester of about 2 years. Focusing on web testing / automation right now.

[11/14/15, 10:04:32 AM] Roland Castelino: Thanks for adding...great to be here. I am Roland Castelino and I am based out of Toronto - GTA. Been testing Mobile apps using Automation frameworks for a while now. Was introduced to Exploratory style of testing from a video tutorial. Would like to learn more on session based testing and meet experts in this field.

[11/14/15, 10:04:46 AM] Carol Brands: I'm Carol in Corvallis, Oregon. Been testing for 4 years, and tweet at @csbrands

WTA-67: SFDiPOT for Gaming

[11/14/15, 10:05:33 AM] Erik Hörömpöli: Erik from Budapest, Hungary here, been in testing for 3 years, tested consumer finance, with a social science background, just changed job to service management, I, too, have a (n immature) blog on <http://promptest.wordpress.com> and follow the community on twitter (@erikhun). And the most important, I co-organize a Meetup, so if you happen to be in Budapest, talk to me (<http://www.meetup.com/palinqa/>). Cheers!

[11/14/15, 10:05:47 AM] Weekend Testers Americas: OK< is that everyone :)?

[11/14/15, 10:06:05 AM] Heba Hosny: Hi there, it's Heba Hosny QA manager, works in software testing for more than 7 years and I'm in Egypt :)

[11/14/15, 10:06:21 AM] Heba Hosny: Thanks for adding me

[11/14/15, 10:06:22 AM] Albert Gareev: Awesome group! Welcome everyone! Let's play :)

[11/14/15, 10:06:26 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: MISSION AND CHARTER(S)"

[11/14/15, 10:06:41 AM] Weekend Testers Americas: Albert, would you be so kind as to introduce the mission?

[11/14/15, 10:06:54 AM] Albert Gareev: Have you been lost in too many options to explore the product? Today we're going to practice structured product exploration techniques.

[11/14/15, 10:07:18 AM] Albert Gareev: Remember these words. "San-Francisco Depot". It's a mnemonic.

Stands for SFDIPOT: Structure - Functions - Data - Interfaces - Platform - Operations - Time. These are dimensions of the product.

You can also use this mindmap as a reference:

<http://automation-beyond.com/wp/wp-content/uploads/2015/02/SFDiPOT.png>

[11/14/15, 10:07:39 AM] Albert Gareev: We've got a big gang here today, so going in groups may help us to discover the product from different angles.

Those familiar with SFDIPOT - can you raise your hand? :) (y)

[11/14/15, 10:07:51 AM] Albert Gareev: As in (y)

[11/14/15, 10:08:00 AM] Erik Hörömpöli: I read about it, but never tried to apply it to anything

[11/14/15, 10:08:14 AM] Erik Hörömpöli: so: (y)

[11/14/15, 10:08:29 AM] David Tangness: Same story with me, I've heard of it and think about it, but haven't formally used it on anything yet

[11/14/15, 10:08:38 AM] David Tangness: so half a (y)

[11/14/15, 10:08:43 AM] gauri.nayyar: I have read about it but not applied (y)

[11/14/15, 10:09:14 AM] JeanAnn Harrison: Never looked at it prior today.

[11/14/15, 10:09:24 AM] Sirisha A: me too

[11/14/15, 10:09:34 AM] Global Discoveries Store Chancellor: No clue what it is

[11/14/15, 10:09:37 AM] Shirin Panna: never heard of it

[11/14/15, 10:09:43 AM] Weekend Testers Americas: (y)

[11/14/15, 10:09:50 AM] David Tangness: By the way, found a nice blog post running down what each of the categories mean:

<http://prairietester.blogspot.ca/2013/09/sfdipot-huh.html>

[11/14/15, 10:10:04 AM] Albert Gareev: We may then have a discussion for a while. Look at the examples - thanks, David! - and create our own.

WTA-67: SFDiPOT for Gaming

[11/14/15, 10:11:13 AM] Albert Gareev: Let's look at Platform

[11/14/15, 10:11:41 AM] Albert Gareev: This direction guides towards following about the product:

[11/14/15, 10:11:53 AM] Albert Gareev: (anyone, feel free to add, by the way!)

[11/14/15, 10:12:09 AM] Albert Gareev: - What the product is built from. Example: Flash game has Adobe Flash in platform. Browsers, too.

[11/14/15, 10:12:40 AM] Weekend Testers Americas: Depending on the platform you will interact and frame differently. Desktop vs. mobile, vs. console... y'all remember what those are, right ;)?

[11/14/15, 10:13:08 AM] Raghu: I'd add cross browser here

[11/14/15, 10:13:17 AM] Weekend Testers Americas: Two years working at Konami, I may pipe in a time or two on this ;).

[11/14/15, 10:13:44 AM] Albert Gareev: - It's also technology stack - programming languages, frameworks, etc.

[11/14/15, 10:13:56 AM] Weekend Testers Americas: Yes, cross browser certainly if we are dealing with a web game.

[11/14/15, 10:14:04 AM] Weekend Testers Americas: databases, if relevant.

[11/14/15, 10:14:22 AM] Carol Brands: Where I work we do a lot of client-server stuff, and we refer to the database type as the platform (i.e. Oracle, SQL Server, SQL Anywhere)

[11/14/15, 10:14:54 AM] Weekend Testers Americas: The technology stack is a lot of things these days.

[11/14/15, 10:15:07 AM] David Tangness: There may also be some vendor-specific requirements - for example if you're expecting to sell your game through a third-party marketplace

[11/14/15, 10:15:09 AM] Erik Hörömpöli: I worked a lot with Windows native applications written in Delphi

[11/14/15, 10:15:18 AM] Roland Castelino: Then I think Version differences would also be part of Platforms right? ...For instance, software running on iOS 8.1 v/s iOS 8.3.

[11/14/15, 10:15:36 AM] Weekend Testers Americas: you can also include the web server, if there is a background search tool, load balancing apps, replication... it can get a little painful at times.

[11/14/15, 10:15:45 AM] Raghu: i have difficulty distinguishing platform with structure, any help?

[11/14/15, 10:15:46 AM] Albert Gareev: - It's also SURROUNDING of the product. In what environment, what conditions the product is used.

[11/14/15, 10:16:09 AM] Raghu: if we say stack shouldn't that be structure

[11/14/15, 10:16:09 AM] gauri.nayyar: special configurations like controllers or joysticks

[11/14/15, 10:16:19 AM] Carol Brands: like an arcade vs a home?

[11/14/15, 10:16:21 AM] Albert Gareev: Raghu - everything has structure. Structure is the way you categorize and connect the dimensions. For example, we've just categorized: front-end, bac-end.

[11/14/15, 10:17:40 AM] Albert Gareev: @Carol - yes. In a noisy room or in your chair. That's also the platform.

[11/14/15, 10:18:02 AM] Weekend Testers Americas: the point is, the platform is anything and everything that can define the delivery of the experience.

[11/14/15, 10:18:20 AM] Albert Gareev: On 11/14/15, at 10:16 AM, gauri.nayyar wrote:

> special configurations like controllers or joysticks

- Great example which also shows connection to INTERFACES!

[11/14/15, 10:18:46 AM] JeanAnn Harrison: You may want to include types of hardware would be appropriate i.e. laptops, Android phones, iPads etc.

[11/14/15, 10:19:09 AM] Albert Gareev: Interface - all interaction points of the product. UI and API, internal and external, through files and DB entries.

[11/14/15, 10:19:18 AM] Erik Hörömpöli: I guess 'Structure' and 'Platform' and the rest can overlap each other here and there?

[11/14/15, 10:19:39 AM] Albert Gareev: Also, who / what interacts, and how - connecting to OPERATIONS.

[11/14/15, 10:19:45 AM] Global Discoveries Store Chancellor: Is it open source ?

[11/14/15, 10:19:52 AM] David Tangness: Definitely there will be overlap. Platform also overlaps with Operations when you think about "noisy room" versus "quiet home"

[11/14/15, 10:20:06 AM] Albert Gareev: Erik - think of it as axis in N-dimensional space. In 3D - you have plains like XY, XZ, YZ. Similarly, we have plains to discover: Functions - Data, Platform - Interfaces, Operations - Time. It's many-to-many relationship.

[11/14/15, 10:21:42 AM] Raghu: @Erik , that could be the reason its called a heuristic..

[11/14/15, 10:23:01 AM] David Tangness: For games, I think we can roughly split interfaces into "Interface with the player" and "Interface with a remote server".

[11/14/15, 10:23:21 AM] Weekend Testers Americas: An important thing to consider with the SFDiPOT heuristic is that you can use it as a general guide. It's not meant to be exhaustive, nor is it meant to tell you specifics. It's a memory jog, a place to go to and think "what might I be not considering here?"

[11/14/15, 10:23:45 AM] Albert Gareev: In all, we have finite (though, big enough) number of directions and dimensions, but within each exploration might be infinite. We use other heuristics to guide, prioritize, and stop exploration when needed.

[11/14/15, 10:23:53 AM] Weekend Testers Americas: Many people think of games as "you play them and then give feedback".

[11/14/15, 10:24:32 AM] Weekend Testers Americas: You also have dimensionality in games. and anyone who has ever had to do a "physics test" will tell you all about the joys of doing such things... in fact, I'll tell you right now.

[11/14/15, 10:25:19 AM] Weekend Testers Americas: If you have ever taken a free moving character, and run them against the walls and objects to see if you can lose the character in the objects, that's a physics test.

[11/14/15, 10:25:49 AM] Weekend Testers Americas: and it was an important part of testing any title I worked on... and it is tedious :D

[11/14/15, 10:26:06 AM] Albert Gareev: MKL - that's awesome example!

[11/14/15, 10:26:31 AM] Albert Gareev: I just forgot to tell about little secret.. ;)

[11/14/15, 10:26:52 AM] JeanAnn Harrison: The consideration of plaaying against the comput vs several players vs one other player.

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[11/14/15, 10:26:52 AM] Albert Gareev: You can apply SFDIPOT on any object!

[11/14/15, 10:27:13 AM] Albert Gareev: Part of the product can and should be explored in the same way.

[11/14/15, 10:27:23 AM] Weekend Testers Americas: Yes, the heuristic works at a whole system level and an atomic level.

[11/14/15, 10:27:35 AM] David Tangness: @Michael I wonder about that specific physics test - how did you decide precisely which portions to test, and when to stop? I have to imagine that's a really common issue in games testing.

[11/14/15, 10:27:39 AM] Raghu: @ Albert - thats a nice lil secret

[11/14/15, 10:27:47 AM] gauri.nayyar: @Albert what MKL , it sounds a jargon tome

[11/14/15, 10:28:00 AM] Weekend Testers Americas: David... every room.

[11/14/15, 10:28:02 AM] Albert Gareev: So if we take a "room" - we identify and categorize structure - walls, chairs, whatever it's in the game.

[11/14/15, 10:28:14 AM] Weekend Testers Americas: gauri. mkl == me. Michael Kelly Larsen ;)

[11/14/15, 10:28:37 AM] Weekend Testers Americas: Albert should refer to me as WTA ;)

[11/14/15, 10:28:38 AM] Albert Gareev: If your game character has, say, a gun, or drives a car - explore the object with SFDIPOT!

[11/14/15, 10:28:44 AM] gauri.nayyar: ohhhkkk

[11/14/15, 10:28:52 AM] Carol Brands: How does that work from something with lots of open space like WoW? How do you define 'room'?

[11/14/15, 10:28:58 AM] Weekend Testers Americas: since that's how I'm displaying for this session, but hey, he knows me well!

[11/14/15, 10:29:20 AM] Raghu: @ Carol - what is WoW?

[11/14/15, 10:29:24 AM] Weekend Testers Americas: Carol, the answer in the old days was that we would take the characters and slam them into every object that might get in their way.

[11/14/15, 10:29:26 AM] Roland Castelino: World of Warcraft - a game

[11/14/15, 10:30:08 AM] Albert Gareev: I think, by now we got some idea. Maybe let's look at our actual game to test, shall we? Luckily, it's not as huge as WoW :)

[11/14/15, 10:30:11 AM] Weekend Testers Americas: And yes, sometimes it would take a long time to do it, and some times we would just have to say, good enough.

[11/14/15, 10:30:22 AM] Weekend Testers Americas: Yes, let's introduce the game, Albert :).

[11/14/15, 10:30:57 AM] Albert Gareev: There we go! Take a quick look and come back in 3 minutes ;)

[11/14/15, 10:30:59 AM] Albert Gareev: <http://www.birdbrawl.com/>

[11/14/15, 10:31:45 AM] Albert Gareev: (While waiting, let me share how I see this strategically)

[11/14/15, 10:32:35 AM] Albert Gareev: We need to test the product to discover its value (for our client(s)) and threats to the value(s).

[11/14/15, 10:32:37 AM] Weekend Testers Americas: Image

[11/14/15, 10:32:45 AM] Weekend Testers Americas: That escalated quickly :p

[11/14/15, 10:33:02 AM] Albert Gareev: LEARNING ABOUT THE PRODUCT is big part of testing.

[11/14/15, 10:33:23 AM] Albert Gareev: SFDIPOT is a structured way of rapid learning about the product.

[11/14/15, 10:33:27 AM] Albert Gareev: Huh?

[11/14/15, 10:34:01 AM] Albert Gareev: WTA is a bug magnet

[11/14/15, 10:34:57 AM] Erik Hörömpöli: it works for me

[11/14/15, 10:35:01 AM] Erik Hörömpöli: worked

[11/14/15, 10:35:32 AM] Albert Gareev: ..but I'm finishing. While learning about the product we, of course, may discover different bugs, so it's a multi-threaded process. We also better guide our exploration towards questions that matter most.

[11/14/15, 10:36:14 AM] Albert Gareev: Who has problem with startoing of the game?

[11/14/15, 10:36:25 AM] JeanAnn Harrison: There is so much to learn in such a short time.

[11/14/15, 10:36:43 AM] Albert Gareev: @JAH - right. So we must prioritize and focus!

[11/14/15, 10:37:02 AM] JeanAnn Harrison: I don't like that that the expectation to sign in with FB login but I wa able to play by creating a login.

[11/14/15, 10:37:13 AM] Raghu: I am stuck at the start screen

[11/14/15, 10:37:30 AM] Raghu: Crashed chrome

[11/14/15, 10:37:37 AM] Carol Brands: :D

[11/14/15, 10:37:43 AM] JeanAnn Harrison: The focus would be creating a login, if it's important.

[11/14/15, 10:37:43 AM] Albert Gareev: Sometimes I first do a bit of "wondering around" and then start taking notes categorizing my observations with SFDIPOT

[11/14/15, 10:37:55 AM] JeanAnn Harrison: What kind of login.

[11/14/15, 10:38:18 AM] Weekend Testers Americas: Click on the name of the bird, you can create a user name, and go from there.

[11/14/15, 10:38:26 AM] Raghu: @Albert, are there error logs being captured within the product?

[11/14/15, 10:38:26 AM] Shirin Panna: ok

[11/14/15, 10:38:30 AM] Weekend Testers Americas: The fail message came from when I tried to log in via facebook.

[11/14/15, 10:38:30 AM] Carol Brands: My bf just teased me ruthlessly while I failed at playing the game

[11/14/15, 10:38:50 AM] JeanAnn Harrison: I prefer to wander around the game too and learn how to play it to shart, then evaluate if I can learn the game easily.

[11/14/15, 10:39:01 AM] Albert Gareev: @Raghu - good question :)

[11/14/15, 10:39:27 AM] Albert Gareev: OK, STOP!

[11/14/15, 10:39:34 AM] Albert Gareev: Come back please :)

[11/14/15, 10:39:53 AM] Albert Gareev: Let's take notes of our observations so far.

[11/14/15, 10:40:13 AM] Erik Hörömpöli: Based on SFDIPOT?

[11/14/15, 10:40:17 AM] Erik Hörömpöli: or categorized by?

[11/14/15, 10:40:18 AM] Albert Gareev: I'm going to throw in keywords, everyone please share your learning about the product in concise manner.

[11/14/15, 10:40:26 AM] Albert Gareev: Example.

[11/14/15, 10:40:35 AM] Albert Gareev: PLATFORM.

[11/14/15, 10:40:43 AM] Albert Gareev: IE8. Flash.

[11/14/15, 10:40:47 AM] Weekend Testers Americas: Sound levels are very uneven.

[11/14/15, 10:40:47 AM] Roland Castelino: Web Browser

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[11/14/15, 10:41:04 AM] Weekend Testers Americas: Background music is half as pound as pickups. Ouch!

[11/14/15, 10:41:12 AM] Albert Gareev: Not abstract - the actual concrete observations.

[11/14/15, 10:41:28 AM] Albert Gareev: PLATFORM. What you learnt regarding the platform?

[11/14/15, 10:41:32 AM] Carol Brands: Platform - appears to be web-based, don't see an opportunity download a mobile version

[11/14/15, 10:41:34 AM] Global Discoveries Store Chancellor: Are you looking for people to test your product?

[11/14/15, 10:41:44 AM] JeanAnn Harrison: Does the game work on a mobile plateform? How can it build on a small screen, is it viewable?

[11/14/15, 10:41:51 AM] Erik Hörömpöli: WEB

[11/14/15, 10:41:58 AM] Erik Hörömpöli: Keyboard

[11/14/15, 10:42:12 AM] David Tangness: Supposed to run on multiple browsers, ran properly for me on lastest versions of Firefox and Chrome. No performance issues, but I'm on a fairly powerful computer.

[11/14/15, 10:42:29 AM] Albert Gareev: @JAH - did you just try on mobile platform or you're throwing an abstract question?

[11/14/15, 10:42:55 AM] Albert Gareev: Reminder, everyone - we are on product exploration mission now. What we have just learnt?

[11/14/15, 10:43:21 AM] Albert Gareev: Ok, next one.

[11/14/15, 10:43:28 AM] Albert Gareev: INTERFACES

[11/14/15, 10:43:52 AM] gauri.nayyar: ran good as guest on chrome with fast computer & internet. Not sure about poor internet connection

[11/14/15, 10:44:14 AM] Roland Castelino: Interfaces - Keyboard, Mouse, Speaker

[11/14/15, 10:44:24 AM] Erik Hörömpöli: UI

[11/14/15, 10:44:51 AM] JeanAnn Harrison: Didn't try on my mobile but I would like to try on my Android tablet. I'd be curious if this is only web based or if it has a hybrid app with a web view.

[11/14/15, 10:44:56 AM] David Tangness: There must be a server interface, for logging into facebook, tracking scores and playing multiplayer.

[11/14/15, 10:45:11 AM] Albert Gareev: Interfaces - (as it seems) Facebook, Twitter

[11/14/15, 10:45:35 AM] Erik Hörömpöli: I could avoid using facebook

[11/14/15, 10:45:36 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: OPEN TESTING"

[11/14/15, 10:45:42 AM] Albert Gareev: OPERATIONS

[11/14/15, 10:45:51 AM] JeanAnn Harrison: Not if you choose not to sign into FB. You can create a login separately

[11/14/15, 10:46:32 AM] David Tangness: Seems like a "Casual" game, needs to be very easy/fast to get started playing. Probably focus testing on the "First 10 minutes" experience.

[11/14/15, 10:46:49 AM] Albert Gareev: On 11/14/15, at 10:45 AM, Albert Gareev wrote:
> OPERATIONS

[11/14/15, 10:47:01 AM] Carol Brands: operations - operations associated with single player game, operations associated with multi-player game, links to facebook, g+, embed game in website

[11/14/15, 10:47:49 AM] Carol Brands: operations - report a bug link

[11/14/15, 10:48:13 AM] David Tangness: To rephrase: operation - onboarding/tutorializing a new player

[11/14/15, 10:48:23 AM] Roland Castelino: Operations - 'with / without Login, Multi-player, Links to Facebook, Share Score, Send Invites...'

[11/14/15, 10:48:35 AM] Albert Gareev: As a side note. One of particular challenges of session based testing is staying on mission. The mission is to discover the information! But what to do with side findings and all crazy ideas popping up? Take notes and move on. Later, these notes will become a source for new test charters.

[11/14/15, 10:49:04 AM] Erik Hörömpöli: moving around, picking stuff up, avoiding enemies, throwing "weapon" away

[11/14/15, 10:49:36 AM] Carol Brands: operations - dodging attacks

[11/14/15, 10:49:42 AM] Albert Gareev: Carol - those are more Functions. It's like when I'm driving somewhere I'm operating my car by steering the wheel and working pedals.

[11/14/15, 10:49:54 AM] Erik Hörömpöli: oh..

[11/14/15, 10:49:57 AM] Roland Castelino: I think i'm getting confused between 'Operations' and 'Functions'

[11/14/15, 10:50:05 AM] David Tangness: Agreed

[11/14/15, 10:50:08 AM] Raghu: me too

[11/14/15, 10:50:12 AM] JeanAnn Harrison: Loads of ;popups while the game is up, Not sure what is the point of the game and while trying to figure out a strategy of what I should be doing as a player.

[11/14/15, 10:50:35 AM] Roland Castelino: what 'Erik' just mentioned should be Operations or Functions?

[11/14/15, 10:50:58 AM] Erik Hörömpöli: I think Functions then

[11/14/15, 10:51:01 AM] gauri.nayyar: functions

[11/14/15, 10:51:06 AM] Erik Hörömpöli: but what are operations then here?

[11/14/15, 10:51:17 AM] David Tangness: I'd say it could be both. The Operation might be "play the game", the function might be "shoot a weapons"

[11/14/15, 10:51:28 AM] David Tangness: An operation is like a user story, a function is like an individual action within a story

[11/14/15, 10:51:30 AM] gauri.nayyar: sign In , Guest login

[11/14/15, 10:51:40 AM] Albert Gareev: So. If your function is "Posting on Facebook" what would be the operations then?

[11/14/15, 10:52:06 AM] Albert Gareev: @David - it's the matter of agreeing on the semantics. I follow originals from James Bach and Michael Bolton - authors of the heuristics.

[11/14/15, 10:52:30 AM] gauri.nayyar: @albert operation is Sign In etc basically pre conditions, function is what user perform during playing like picking up etc

[11/14/15, 10:53:14 AM] Roland Castelino: right.. so if 'Posting on Facebook' is a function..... then 'what user needs to do within the game to post on FB' most likely is an Operation.....?

[11/14/15, 10:53:32 AM] Albert Gareev: @Gauri - operation is "click with your mouse".

[11/14/15, 10:54:05 AM] Albert Gareev: Operation is how users operate, in order to achieve something.

[11/14/15, 10:54:12 AM] JeanAnn Harrison: @Albert Using your mouse to maneuver around the game board, seeing what you can do as a player.

[11/14/15, 10:54:13 AM] Raghu: the function called bug reporting looks helpful but the operation of clicking it doesn't yield the webform a user is expecting to log a bug

[11/14/15, 10:54:17 AM] Albert Gareev: Let's look at some simple examples.

[11/14/15, 10:54:22 AM] Roland Castelino: cool...much better.

[11/14/15, 10:54:22 AM] gauri.nayyar: ohhkk ...

[11/14/15, 10:54:47 AM] Albert Gareev: Purpose: I need to enter into the room.

[11/14/15, 10:54:59 AM] Albert Gareev: Operations: I walk on the floor. I grab the door handle with my hand. I turn the handle. I push (or pull) the door. I walk on the floor.

[11/14/15, 10:56:42 AM] Albert Gareev: @JAH - mouse, keyboard, yes, on one side. UI elements you interact with on another side. But also: operations patterns! Conditions!

[11/14/15, 10:57:48 AM] Albert Gareev: For example, I'm doing Accessibility testing on my current contract. I explore if all the functions can be operated with keyboard only - because there are people who can't use mouse.

[11/14/15, 10:58:06 AM] JeanAnn Harrison: Sorry, I just don't understand what you mean by "operation patterns"

[11/14/15, 10:59:00 AM] JeanAnn Harrison: Viewing the screen where you can see a large portion of the screen as opposed to a small section because of it being too far zoomed in, do you mean that?

[11/14/15, 10:59:09 AM] Albert Gareev: @JAH - patterns: do you move mouse fast or slow and precise. Do you type quickly and make typos or slowly and accurately. If it's a mobile - what pressure you'd use on the screen.

[11/14/15, 10:59:29 AM] David Tangness: Makes me think of "user personas"

[11/14/15, 11:00:09 AM] Albert Gareev: @David - ah.. we gonna have big fun with them at the workshop.

[11/14/15, 11:00:20 AM] Albert Gareev: Now, let's refocus.

[11/14/15, 11:00:28 AM] Albert Gareev: What about DATA?

[11/14/15, 11:00:29 AM] JeanAnn Harrison: Now I understand what you mean.

[11/14/15, 11:01:18 AM] Albert Gareev: Data is what users input directly and indirectly. For example, I can type in the nickname of my bird. Or use default! But also: all eggs gathered are counted - so it's another piece of data.

[11/14/15, 11:01:52 AM] JeanAnn Harrison: I don't see how this game would translate well on a phone = regarding patterns. The size of the screen to view all the options see what is going on besides your castle, doesn't seem like it would work on a phone.

[11/14/15, 11:01:54 AM] Albert Gareev: A quick reminder again:

<http://automation-beyond.com/wp/wp-content/uploads/2015/02/SFDiPOT.png>

[11/14/15, 11:02:26 AM] Albert Gareev: An aspect: Input - Follow Through - Output. The egg counts are a dynamical input. It's visual data on screen. But also some data cell in memory. Furthermore, you can save the progress - so the data will be output into another place or

another system. Then brought back. This becomes a whole generic charter: take a piece of data and follow it around!

[11/14/15, 11:03:05 AM] gauri.nayyar: will the scores be considered as data here , as they are used with account ?

[11/14/15, 11:03:40 AM] Erik Hörömpöli: I think so

[11/14/15, 11:03:42 AM] David Tangness: That'd definitely be part of it

[11/14/15, 11:03:54 AM] gauri.nayyar: Also there is some sort of tracking data will that be considered as data as well

[11/14/15, 11:04:58 AM] David Tangness: Security could come into this - what exactly does the game doo with your facebook credentials (or others) once you've logged in? Can you break into someone else's account?

[11/14/15, 11:05:00 AM] Albert Gareev: Data is anything being handled by the product. Data might be even object or code.

[11/14/15, 11:05:37 AM] Albert Gareev: If your product is spoon, then soup is the data for it.

[11/14/15, 11:05:48 AM] Albert Gareev: So..

[11/14/15, 11:06:03 AM] Erik Hörömpöli: choosing your character at the beginning

[11/14/15, 11:06:06 AM] Albert Gareev: Give me a few examples of the data of this product

[11/14/15, 11:06:27 AM] gauri.nayyar: chosing the name

[11/14/15, 11:06:35 AM] Raghu: social media counters- tweet count

[11/14/15, 11:06:36 AM] gauri.nayyar: chosing the weapon

[11/14/15, 11:06:40 AM] Erik Hörömpöli: choosing the costume

[11/14/15, 11:06:58 AM] Roland Castelino: capturing network logs while playing this game.....that can be an instance of data transfers?

[11/14/15, 11:07:09 AM] Albert Gareev: Why "choosing?"

[11/14/15, 11:07:20 AM] gauri.nayyar: session time is also a data

[11/14/15, 11:07:38 AM] David Tangness: Could probably split this into two broad groups:

Account-specific data (facebook credentials, scores, etc)

Session data (weapons, character, health)

[11/14/15, 11:07:39 AM] Albert Gareev: Chossing is the function data uses the data objects: weapon, costume, etc.

[11/14/15, 11:07:50 AM] gauri.nayyar: its user choice

[11/14/15, 11:08:21 AM] Albert Gareev: @Roland - log is the data object, but I'd apply SFDiPOT on it as it's not an atomic object.

[11/14/15, 11:08:28 AM] gauri.nayyar: @david its a good division

[11/14/15, 11:09:18 AM] Albert Gareev: @David - right! You're using Structure guideword to organize the information. But always remember to ask from time to time - is there anything else?

[11/14/15, 11:09:38 AM] Albert Gareev: Refocus

[11/14/15, 11:09:53 AM] Albert Gareev: We mentioned a lot of functions, so let's enlist them.

[11/14/15, 11:09:57 AM] Albert Gareev: FUNCTIONS

[11/14/15, 11:10:49 AM] Raghu: time counter

[11/14/15, 11:10:57 AM] Carol Brands: gameplay functions: starting a game, shooting weapons, dodging attacks, collecting eggs

[11/14/15, 11:11:06 AM] David Tangness: Are we defining functions as high-level (like stories) or low-level (like individual steps in a script)?

[11/14/15, 11:11:39 AM] Raghu: game modes - solo , team

[11/14/15, 11:11:41 AM] Carol Brands: external functions: logging in, reporting bugs, sharing scores via social media

[11/14/15, 11:12:19 AM] David Tangness: From the examples here, sounds like functions are high-level.

[11/14/15, 11:13:44 AM] David Tangness: I get the sense we could have functions within functions

[11/14/15, 11:13:48 AM] Albert Gareev: @David - right question. I usually structure them and note relationships. Which "high level" function includes what "atomic" functions, and how is everything connected

[11/14/15, 11:14:29 AM] Albert Gareev: Note that some functions are triggered by user operations and some are not.

[11/14/15, 11:15:19 AM] Albert Gareev: Example: those enemy birds kind of live their own lives. But some of them also change the behavior upon proximity of the player bird.

[11/14/15, 11:15:41 AM] JeanAnn Harrison: Functions: To be able to select items on the game board and follow their instruction.

[11/14/15, 11:16:15 AM] David Tangness: For this game, I feel like we could get good coverage of functions by looking at as a "tree"

[11/14/15, 11:16:23 AM] Albert Gareev: Refocus.

[11/14/15, 11:16:23 AM] Roland Castelino: A high-level Function can be: 'Choose a Character' and it can have more sub-functions

- select a bird

- select a costume

- name the character

[11/14/15, 11:16:49 AM] Albert Gareev: @Roland - (y) I like that. It's a good way to learn as a story. It also prompts: what data - bird type, "costume", "name".

[11/14/15, 11:16:52 AM] David Tangness: At the top level, you're browsing the website and can go into "Launch the game", "Report a bug", "contact the developer" etc

[11/14/15, 11:17:12 AM] Weekend Testers Americas: It's very possible to get bogged down in the details of each section, so while it's good to explore individual meanings and uses, don't get too obsessed.

[11/14/15, 11:17:22 AM] Weekend Testers Americas: You can always circle back :).

[11/14/15, 11:18:11 AM] Albert Gareev: What is the dimension we haven't looked at yet specifically?

[11/14/15, 11:18:38 AM] David Tangness: We haven't looked at this from the developer's perspective yet, but I'm not sure that's what you're talking about

[11/14/15, 11:18:56 AM] David Tangness: (Support, stat tracking, updating the game, etc)

[11/14/15, 11:19:15 AM] Albert Gareev: SFDIPOT

[11/14/15, 11:19:19 AM] Raghu: Time

[11/14/15, 11:19:31 AM] Albert Gareev: So, what about TIME?

[11/14/15, 11:20:00 AM] Raghu: load time

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[11/14/15, 11:20:29 AM] Erik Hörömpöli: what happens if you just leave the game there, up&running?

[11/14/15, 11:20:38 AM] Erik Hörömpöli: the time limit of each game

[11/14/15, 11:20:41 AM] Raghu: i meant page load time with different types of connections

[11/14/15, 11:20:46 AM] gauri.nayyar: how about refer it as performance

[11/14/15, 11:20:53 AM] Albert Gareev: Did anyone notice any time counters?

[11/14/15, 11:21:14 AM] Raghu: i put it down as a function..

[11/14/15, 11:21:24 AM] JeanAnn Harrison: Then you can go back to data - does time play a part in the function of the game ?

[11/14/15, 11:21:26 AM] Albert Gareev: @Gauri - when you look, say, Function+Time - it might be a performance aspect, yes.

[11/14/15, 11:22:07 AM] Albert Gareev: @Raghu - the Function measures Time and stores it as Data

[11/14/15, 11:22:25 AM] Erik Hörömpöli: the counter is the session limit I though of

[11/14/15, 11:22:31 AM] gauri.nayyar: ok

[11/14/15, 11:22:40 AM] Albert Gareev: But there are other aspects. Plenty.

[11/14/15, 11:23:08 AM] Albert Gareev: HOW LONG did it take to figure out the basics of the game? Are there any time-based conditions? When you play with other CONCURRENTLY do you see any difference in the behavior? SCHEDULED downtime? How FAST it respond to your operations? And even how fast the bullets fly when you fire.

[11/14/15, 11:23:13 AM] Raghu: @Albert - i appreciate the mention of learning curve

[11/14/15, 11:23:28 AM] David Tangness: A takeaway would be: Any particular aspect of the game might fall into multiple categories under SFDIPOT, and that's OK as long as you do think of the functions at some point and don't get bogged down.

[11/14/15, 11:23:51 AM] David Tangness: "Get bogged down" is a very personal thing, so you'd probably want to customize SFDIPOT for your own use

[11/14/15, 11:24:46 AM] JeanAnn Harrison: A lot longer than I would like to admit. Learning this game isn't easy and should be easier Or at least more instrution maybe an indtro screen prior to playing with goals and explanation of general things like how time plays in collecting taxes.

[11/14/15, 11:24:49 AM] David Tangness: In my case, I think of "Learning Curve" when I think about users

[11/14/15, 11:24:55 AM] Weekend Testers Americas: To repeat an earlier comment... and of these heuristics can be used at a broad system level, or they can be used at an atomic object level.

[11/14/15, 11:25:16 AM] Weekend Testers Americas: I personally try to use it at the widest view I can and then narrow in.

[11/14/15, 11:25:36 AM] JeanAnn Harrison: What is the definition of "atomic level" I keep seeing this term and I have no idea what the context is

[11/14/15, 11:25:36 AM] Roland Castelino: To figure basics of game took about 2 mins. And yes each level is time bound.

However, there are other Functions that are not related to actually playing the game, and possibly took me longer to notice them.

[11/14/15, 11:25:46 AM] Albert Gareev: @David - yes. SFDIPOT is a heuristic. You apply it with skills and judgment. And it's not the only testing heuristic. It's a part of heuristic risk based methodology. Also known as Rapid Testing (tm) James Bach, Michael Bolton.

[11/14/15, 11:25:47 AM] Weekend Testers Americas: JAH = atomic means a single object. As in, you can't break it down any further.

[11/14/15, 11:25:53 AM] JeanAnn Harrison: Or maybe I'm being dumb

[11/14/15, 11:26:09 AM] JeanAnn Harrison: WTA did you just answer my question

[11/14/15, 11:26:24 AM] JeanAnn Harrison: Okay got it. Thanks!

[11/14/15, 11:27:20 AM] Albert Gareev: @JAH - I use "atomic" in a sense of something simple that you wouldn't break down further. Example: Single mouse click or hitting a key. Atomic operations. Of course, it's a heuristic. If the focus of my testing is very specific I may try to drill down further.

[11/14/15, 11:28:00 AM] David Tangness: Another way to think about time - how long do you expect a typical play-session to last? We can verify whether or not the 10-minute level time limit WORKS, but is that time limit actually GOOD?

[11/14/15, 11:29:00 AM] David Tangness: Which gets into a question about all game testing - where do you draw the line between designing the game and just testing that it works?

[11/14/15, 11:29:23 AM] Albert Gareev: @David - what is "just testing" and what is "works"? It's subjective, isn't it?

[11/14/15, 11:29:37 AM] David Tangness: @Albert, verifying that the game functions according to specifications

[11/14/15, 11:29:48 AM] David Tangness: There's probably a spec saying that this level will last 10 minutes

[11/14/15, 11:29:57 AM] David Tangness: But there's also an implied requirement that the game has to be fun

[11/14/15, 11:29:59 AM] David Tangness: is 10 minutes fun?

[11/14/15, 11:30:16 AM] David Tangness: And is it your job to figure that out? Or let the designers figure it out?

[11/14/15, 11:30:30 AM] Albert Gareev: @David - "verifying that the game functions according to specifications" - is not testing. It's a sub-function in testing called checking. Read more later: <http://www.satisfice.com/blog/archives/856>

[11/14/15, 11:30:41 AM] Weekend Testers Americas: From my own experiences, there's a level of tuning game performance and "playability" is a term often used.

[11/14/15, 11:31:20 AM] Weekend Testers Americas: IOW, we can have a spec'd out section for what the time limit would be or how long we would play, but ultimately, the user experience dictates what fun is, and we tried to aim for that.

[11/14/15, 11:31:46 AM] Albert Gareev: REFOCUS!

[11/14/15, 11:31:47 AM] Weekend Testers Americas: I can tell some horror stories about a game I worked on that required some serious tuning to make even playable.

[11/14/15, 11:32:10 AM] Weekend Testers Americas: Go, Albert :)

[11/14/15, 11:32:10 AM] Albert Gareev: As the session time turns into last 30 minutes, let's debrief

[11/14/15, 11:32:28 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: DEBRIEF/DISCUSSION"

[11/14/15, 11:32:29 AM] Albert Gareev: We had a very intense discussion. We tried applying SFDIPOT heuristic for guided structured exploration of the product.

[11/14/15, 11:33:15 AM] Albert Gareev: What's your experience?

[11/14/15, 11:33:24 AM] Albert Gareev: First, how did it FEEL? (see, there are other aspects but SFDIPOT :)

[11/14/15, 11:33:34 AM] Erik Hörömpöli: pfu.. very confusing to me :)

[11/14/15, 11:34:01 AM] Erik Hörömpöli: I think you really have to go you imagination fly as free as it can

[11/14/15, 11:34:27 AM] Weekend Testers Americas: Heuristics in general are an odd way to think about products if you have never used them before.

[11/14/15, 11:34:28 AM] JeanAnn Harrison: With no product experience, learning more about the product in a organized format did give some clarity on what to do next.

[11/14/15, 11:34:38 AM] Global Discoveries Store Chancellor: Very confusing.

[11/14/15, 11:34:55 AM] Erik Hörömpöli: How are these things become useful though? Arent these things go unsaid and being thought of anyway?

[11/14/15, 11:34:55 AM] Weekend Testers Americas: it feels like you have to zoom in and out a lot, but once you get a feel for it, it can be very helpful.

[11/14/15, 11:35:29 AM] David Tangness: @Erik, 80% of the time, yes. The point of formalizing the heuristic is to help you not forget things.

[11/14/15, 11:35:33 AM] Weekend Testers Americas: if you think about test cases that are developed and written down, how are they made?

[11/14/15, 11:35:42 AM] Weekend Testers Americas: are they just random?

[11/14/15, 11:35:51 AM] Weekend Testers Americas: Do they come about because of long standing experience?

[11/14/15, 11:36:05 AM] Weekend Testers Americas: Or do they get constructed because of a variety of factors you care about?

[11/14/15, 11:36:06 AM] Albert Gareev: I can give my view with regards to some questions here. We may observe and process information in more or less organized way. The way we do it is also more or less organized

[11/14/15, 11:36:22 AM] Weekend Testers Americas: Those are all things to consider.

[11/14/15, 11:36:37 AM] Weekend Testers Americas: I'm going to let you all answer to give some structure to the debrief ;).

[11/14/15, 11:37:58 AM] Albert Gareev: Within the context of testing as a job, as a service, we must remember to do it not just in the way of our own organization - because we test the product on behalf of our clients. Those are not only the end users, by the way. "Quality is VALUE to SOME person who MATTERS". We must structure our testing towards the goals we set.

[11/14/15, 11:38:01 AM] Weekend Testers Americas: An interesting experiment is to take an existing test case and diagram it.

[11/14/15, 11:38:10 AM] Weekend Testers Americas: Think back to grade school and sentence diagramming.

[11/14/15, 11:38:21 AM] Roland Castelino: SFDIPOT seems like a good tool to map out observations while exploring the product. I think it is extremely important to make structured notes while we apply SFDIPOT, else all this information we gather could tend to get lost or diluted.

But i also feel, that SFDIPOT can be re-visited / re-applied even while we are testing the project, and not just limited before we start testing.

[11/14/15, 11:38:33 AM] Weekend Testers Americas: Roland, absolutely :).

[11/14/15, 11:39:57 AM] Weekend Testers Americas: my point with sentence diagramming is that you can look at test cases and see if they are utilizing any of the SFDiPOT options (or put another heuristic in if you want to).

[11/14/15, 11:40:16 AM] Erik Hörömpöli: I guess you also need frequent feedback if you are going in a useful direction with them

[11/14/15, 11:40:28 AM] Erik Hörömpöli: like ask those people who matter

[11/14/15, 11:40:57 AM] Albert Gareev: @Eric - as I said, you must use the guidance to be effective and efficient. Say, your Product Manager is worried about cross-browser compliance. You explore the Platform aspect.

[11/14/15, 11:41:58 AM] gauri.nayyar: I think SFDIPOT is heuristic helping us to organize the exploratory testing , It acts reminder to test the various aspect of the game/ app.

[11/14/15, 11:42:09 AM] Albert Gareev: But, again. Foremost it's the way of structured LEARNING about the product. As you learn something, you most likely apply some decisions, deliberately or unconsciously, to find out whether there's a problem. In RST methodology we use "FEW HICCUPPS" set of heuristics as oracles. Might be a good idea for the next session.

[11/14/15, 11:42:47 AM] Erik Hörömpöli: @MKL yeah so test cases come from both experience and from the variety of factors you care about. Where were you going with this?

[11/14/15, 11:43:27 AM] Weekend Testers Americas: I was pointing out that, often, it's hard to see how this applies, but that we are already doing it in much of our daily testing work.

[11/14/15, 11:43:40 AM] Weekend Testers Americas: We speak our languages without much thought or effort, right?

[11/14/15, 11:43:54 AM] Weekend Testers Americas: yet do we know all of the underlying rules that tell us we are doing it correctly?

[11/14/15, 11:44:14 AM] Weekend Testers Americas: most of us probably don't stop to think about it.

[11/14/15, 11:44:26 AM] Weekend Testers Americas: These test heuristics underly much of what we already do.

[11/14/15, 11:44:46 AM] Weekend Testers Americas: those who understand their language and the underlying rules are able to communicate more effectively.

[11/14/15, 11:45:06 AM] Albert Gareev: What is confusion, by the way? Many of you said you were confused.

[11/14/15, 11:45:29 AM] Weekend Testers Americas: likewise, getting accustomed to using these heuristics help us understand the underlying rules of what informs testing somewhat automatically.

[11/14/15, 11:45:50 AM] Weekend Testers Americas: these heuristics are just another way of looking at things we already do, we just never put formal names to them.

[11/14/15, 11:46:11 AM] Weekend Testers Americas: Another question, though, and just because I like to stir up trouble... does it help?

[11/14/15, 11:47:17 AM] Erik Hörömpöli: ah ok.. so that's the parallel, I see

[11/14/15, 11:47:45 AM] Raghu: it helped clear a lot of confusion for me..focus on what i

[11/14/15, 11:48:05 AM] Global Discoveries Store Chancellor: Better now

[11/14/15, 11:48:09 AM] Erik Hörömpöli: Confusion was maybe about that we thought that there are good and expected answers?

[11/14/15, 11:48:23 AM] Erik Hörömpöli: And we tried to guess them?

[11/14/15, 11:49:00 AM] Raghu: Image

[11/14/15, 11:49:01 AM] Raghu: here's my humble mind map

[11/14/15, 11:49:41 AM] Erik Hörömpöli: Not sure.. the confusion was for me, besides this, is that in case of Data and Time I could find the related things (at least some of it) in the game, but the other ones.. I just didn't get it

[11/14/15, 11:50:00 AM] Albert Gareev: On 11/14/15, at 11:45 AM, Weekend Testers Americas wrote:

> likewise, getting accustomed to using these heuristics help us understand the underlying rules of what informs testing somewhat automatically.

.."somewhat automatically" poses a risk of missing something. Skilled and deliberate application of heuristics is a difference between somewhat exercising or using, say, Tai Chi system.

James Bach also refers skilled heuristic testing as a "mental martial art".

[11/14/15, 11:50:34 AM] Weekend Testers Americas: Albert, that is my point.

[11/14/15, 11:50:51 AM] Albert Gareev: @Raghu - that's great! We didn't want to overload the session but mindmapping and visualizing the knowledge is what makes the approach even more powerful!

[11/14/15, 11:51:01 AM] David Tangness: That's a valid point, but you're implying that using a system like Tai Chi is fundamentally better than "doing some exercise"

[11/14/15, 11:51:04 AM] Carol Brands: For me, a lot of times confusion means "I can see all the instructions and pieces of information in front of me, but I can't connect them"

[11/14/15, 11:51:39 AM] David Tangness: Applying a heuristic like SFDIPOT will always take some amount of time over just immediately launching into unplanned testing

[11/14/15, 11:51:52 AM] David Tangness: Now, the vast majority of the time, that tradeoff is worthwhile

[11/14/15, 11:51:55 AM] Weekend Testers Americas: David, it will at first.

[11/14/15, 11:51:56 AM] Raghu: @WTA - whats with Sentence diagramming and test cases i didnt get it!

[11/14/15, 11:52:01 AM] Carol Brands: And, sometimes I felt that way during this exercise, that is to say, I would make a statement that I thought connected the idea from the mnemonic with a good example, and we decided it was not a good example

[11/14/15, 11:52:06 AM] David Tangness: but it is one you need to be aware of, so that you can draw a limit at some point

[11/14/15, 11:52:09 AM] Raghu: @Albert - thanks ..

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[11/14/15, 11:52:11 AM] Albert Gareev: By the way, I like to have a conversation with PM and Dev in front of such much. Gives excellent context. Helps to understand each other!

[11/14/15, 11:52:25 AM] Weekend Testers Americas: Raghu, it's the way many of us in the US were taught the rules of grammar.

[11/14/15, 11:53:12 AM] Weekend Testers Americas: Write out a sentence, then identify the parts of speech that are being used (articles, nouns, verbs, prepositions, adjectives, adverbs, conjunctions, etc.)

[11/14/15, 11:53:22 AM] David Tangness: @Carol, the way I'd think about it is: The heuristic is meant to call ideas to your mind

[11/14/15, 11:53:29 AM] Albert Gareev: On 11/14/15, at 11:51 AM, David Tangness wrote:
> That's a valid point, but you're implying that using a system like Tai Chi is fundamentally better than "doing some exercise"

There are no absolute truths. It's always in the context. However, if your purpose is what served well with Tai Chi, and you can access learning it, then Tai Chi will be /good enough/ approach.

Remember, there are NO BEST PRACTICES. Some practices work well in the context, some not.

By the way, this is the core part of Context Driven Manifesto :)

[11/14/15, 11:53:36 AM] Weekend Testers Americas: A heuristic is the grammar of your testing.

[11/14/15, 11:53:46 AM] David Tangness: Different keywords call different ideas for different people. SO to use a heuristic well, you want to come up with one which works for YOU

[11/14/15, 11:53:59 AM] David Tangness: Which might mean rewriting your own version of SFDIPOT

[11/14/15, 11:54:23 AM] David Tangness: As long as you cover everything you want to cover without losing too much time on overlapping ideas, you're doing good.

[11/14/15, 11:54:26 AM] Weekend Testers Americas: David, at the same time, having an agreed to version of SFDiPOT helps others communicate as well.

[11/14/15, 11:54:40 AM] Weekend Testers Americas: hence why I use the terminology of grammar.

[11/14/15, 11:55:14 AM] Weekend Testers Americas: we can get super deep into the plusses and minuses of such a discussion, but if there's a general understanding, then the heuristic is portable and many people can use it.

[11/14/15, 11:55:27 AM] Weekend Testers Americas: if it doesn't meet the needs, write your own and share it :).

[11/14/15, 11:55:55 AM] gauri.nayyar: definately SFDIPOT does make it very easy to understand the testing subject

[11/14/15, 11:56:15 AM] Albert Gareev: WELL

[11/14/15, 11:56:23 AM] Albert Gareev: TIME

[11/14/15, 11:56:36 AM] Albert Gareev: Session time is coming to an end

[11/14/15, 11:56:47 AM] Albert Gareev: How I feel about today's session?

[11/14/15, 11:57:10 AM] Albert Gareev: We gathered together, we thought and practiced testing. We learnt something. This is awesome.

[11/14/15, 11:57:18 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: CLOSING"

[11/14/15, 11:57:28 AM] Albert Gareev: Testing is critical thinking.

[11/14/15, 11:57:29 AM] gauri.nayyar: good one , I was finding it hard to implement but now its very easy

[11/14/15, 11:57:39 AM] Weekend Testers Americas: Last chance for comments. Two and a half minute warning ;).

[11/14/15, 11:58:04 AM] Raghu: i really liked Alberts mind map on SFDiPOT- lots of test ideas

[11/14/15, 11:58:10 AM] Albert Gareev: That's also "back at ya" David - I love that you question as a part of learning. Way to go! (handshake)

[11/14/15, 11:58:17 AM] Carol Brands: I don't think I could be a game tester. I kidn of just wanted to play the game haha

[11/14/15, 11:58:33 AM] Raghu: me too

[11/14/15, 11:58:34 AM] Weekend Testers Americas: Carol, as one who did it for two years... you may be right.

[11/14/15, 11:58:34 AM] Carol Brands: Once I figured out I should shoot other people, I got ruthless :D

[11/14/15, 11:58:37 AM] David Tangness: Hey, thanks for answering, that's what I'm here for

[11/14/15, 11:58:38 AM] Roland Castelino: I felt it was a great discussion. Gives me an opportunity to use SFDIPOT on the product i would be testing this week.... the practise using the game was great hands on

[11/14/15, 11:58:40 AM] Weekend Testers Americas: It's a draining career :D

[11/14/15, 11:58:48 AM] JeanAnn Harrison: Is this game in production?

[11/14/15, 11:59:38 AM] David Tangness: birdbrawl? It's up in the google web store and it was last updated in April

[11/14/15, 11:59:42 AM] Weekend Testers Americas: It's marked as still in development, but it's accessible now via url, so yep, it's in production :).

[11/14/15, 11:59:43 AM] Albert Gareev: @JAH - as you see. It even dates back to 2011 as they claim. By the way. CLAIMS testing is one of ways to prioritize your SFDIPOT.

[11/14/15, 11:59:48 AM] Erik Hörömpöli: first time i used this heuristics on smg real, thanks for the opportunity!

[11/14/15, 11:59:48 AM] David Tangness: So in production and approaching end of life I'd say

[11/14/15, 12:00:25 PM] Carol Brands: I like getting practice using heuristics. I think I need to find a few and get really comfortable with them.

[11/14/15, 12:00:40 PM] Carol Brands: not heuristics but I mean, mnemonically organized heuristics

[11/14/15, 12:00:49 PM] Weekend Testers Americas: Carol, that's the best approach :).

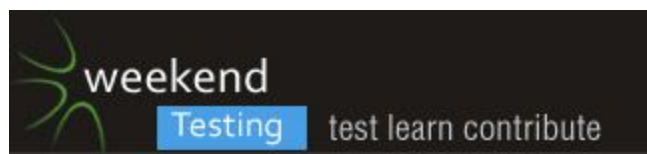
[11/14/15, 12:00:57 PM] Weekend Testers Americas: Just pick one and apply it.

[11/14/15, 12:00:58 PM] JeanAnn Harrison: I wasn't paying close attention to the date of the game. I wasn't sure if it had been released. Cool I want to explore it on my time.

[11/14/15, 12:01:14 PM] Weekend Testers Americas: and with that...

[11/14/15, 12:01:15 PM] Albert Gareev: Well, that's the difference of heuristics. It's a skilled way. Your skill grows - you get better.

WTA-67: SFDiPOT for Gaming



[11/14/15, 12:01:22 PM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-67: END"

[11/14/15, 12:01:48 PM] Weekend Testers Americas: Thank you everyone for joining us today. We hope you enjoyed this session, and will be looking forward to joining us again in the future.

[11/14/15, 12:02:09 PM] Raghu: Thanks WTA n Albert

[11/14/15, 12:02:13 PM] Albert Gareev: "I don't fear the man who has practiced 10,000 kicks. I fear the man who practiced one kick 10,000 times." Bruce Lee ;)

[11/14/15, 12:02:23 PM] JeanAnn Harrison: Yes, I do see that SFDIPOT can certainly help with prioritizing testing. I like the heuristic guideline. Can even create one of your own a to the type of product.

[11/14/15, 12:02:27 PM] Weekend Testers Americas: I will be gathering these notes shortly and posting them to the main site. If you all had a personal "epiphany you'd like to have me share, please post it here, and I'll include them along with the chat transcript in the experience report.

[11/14/15, 12:02:53 PM] gauri.nayyar: Thanks WTA

[11/14/15, 12:03:01 PM] Shirin Panna: thanks

[11/14/15, 12:03:02 PM] Roland Castelino: Thanks Michael and Albert !

[11/14/15, 12:03:10 PM] Albert Gareev: Thanks everyone for this awesome session!

[11/14/15, 12:03:12 PM] David Tangness: Yep, thanks all

[11/14/15, 12:03:24 PM] Carol Brands: Thanks for the session. :)

[11/14/15, 12:03:29 PM] Weekend Testers Americas: Have a great rest of the weekend, everyone :)!!!