

Systematic Manual Testing





Automated testing is the goal to aim for..
but sometimes it gets in the way

Common difficult situations



- Multiple process bugs
- Not test-friendly code base
- Complex user interactions
- Need for human eyes
- Dead lines...



Fix the bug and move on...

Instead...



Write a manual test for it

What is a manual test?



- A setup
- A list of steps to perform
- For each step, an expected result

Use for manual tests



- Spot regressions on hard-to-automate bugs
- Gather holes in automated test coverage
- Cross-implementation testing
example: Unity 2D and 3D can share tests

Sources of manual tests



- Bugs you find
- Bug reports which come with steps to reproduce
- Design specifications



- Minimize context switching
setUp() and tearDown() are costly!
 - Group by component
 - Group by precondition
- Write helper programs

Running manual tests



- Go through test files manually
- Use a Checkbox-like tool?

“But it does not scale!”



- Refactor the code to make it possible to automate the test
- Use the community to run tests on their machines