BROWSER GAME QA

Chronoshift v1.1

Demo QA report / PC prototype / 23 November 2026

0	2	1
Confirmed defects	Complete playthroughs	Level-design observation

Executive summary

No critical or other confirmed technical defects were observed within the scope tested. The tester completed the game twice. One level-design observation emerged: players can clear some sections without using the time-control mechanics. Classifying this as a defect would require the design requirements.

1 Test subject and scope

Chronoshift v1.1 is a browser-based 2D platformer with three levels and mechanics for slowing, stopping, and rewinding time. The prototype primarily targets PC. The test used the supplied HTML game file, with the version confirmed in the game interface.

2 Checks performed

Method	Coverage	Result
Automated scan	Initial load, JavaScript and network signals, screenshots at three viewport sizes.	All three profiles OK. Zero signals.
Manual playtesting	Two complete playthroughs of all three levels on PC.	No critical failures observed.
Design review	Optional use of time abilities in some sections.	One observation for the developer to review.

3 Technical scan results

GameBug Scout scanned desktop (1440 × 900), tablet (768 × 1024), and mobile (390 × 844) viewport profiles. All three returned OK with no recorded technical signals during the short observation window. The scan did not validate gameplay mechanics. Mobile adaptation was outside the scope of this PC prototype.

Scan artifact: report.json. Run: 23 November 2026, 16:58:55 UTC. Local address: 127.0.0.1:8000.

Findings and evidence

4 Level-design observation

GD-01 / Time abilities are optional in some sections

Design suggestion / Low priority / Not classified as a defect

The tester cleared several sections using ordinary jumps and timing alone. If those sections are meant to teach a time ability, consider making that ability necessary. If alternative routes or speedrunning are intended, the current design can stay as it is.

5 Visual evidence



Figure 1. Chronoshift main menu in the desktop profile. GameBug Scout captured this screenshot during the automated scan.

6 Coverage limits

The test scope excluded automated level completion, formal validation of each time-control mechanic, FPS and performance measurement, cross-browser testing, tests on real phones, and dedicated checklist coverage for saves, pause, and restart. Manual playtime was not recorded.

7 Conclusion and next step

The PC prototype performed well within the scope tested. The original recommendation was to keep this report as a demo case, then run a scan and manually review its signals on another independent browser game with open source code or explicit permission from its owner.