

Sample Exam – Questions

Sample Exam set A

Version 1.0.1

Certified Tester Game Testing (CT-GaMe) Syllabus

Compatible with Syllabus version 1.0.1

International Software Testing Qualifications Board



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The ISTQB® Examination Working Group is responsible for this document.

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Introduction

Purpose of this document

The sample questions and answers and associated justifications in this sample exam set have been created by a team of Subject Matter Experts and experienced question writers with the aim of assisting ISTQB® Member Boards and Exam Boards in their question writing activities.

These questions cannot be used as-is in any official examination, but they should serve as guidance for question writers. Given the wide variety of formats and subjects, these sample questions should offer many ideas for the individual Member Boards on how to create good questions and appropriate answer sets for their examinations.

Instructions

In this document you may find:

- Questions, including for each question:
 - Any scenario needed by the question stem
 - Point value
 - Response (answer) option set
- Additional questions, including for each question [does not apply to all sample exams]:
 - Any scenario needed by the question stem
 - Point value
 - Response (answer) option set

Answers, including justification are contained in a separate document

Questions

Question #1 (1 Point)

What are the goals of game testing?

- a) To test the contribution of interestness of the game to the final evaluation on the market
- b) To test all player's action sequences in the game
- c) To verify that the game meets specified requirements
- d) To test performance of the game

- e) To discover all possible defects prior to end users

Select TWO options.

Question #2 (1 Point)

Which of the following options is a defect that is MOST specific for video games?

- a) Application not starting
- b) Object is hovering another object
- c) Object not found in database
- d) User cannot log in after updating application version

Select ONE option.

Question #3 (1 Point)

Which of the following statements related to game product risks is TRUE?

- a) Cheating option may lead to unfair advantage and resentment of other users
- b) Multiplayer games require ad hoc testing
- c) Planing test schedule according to release plan helps to avoid overload of game testers
- d) To mitigate performance risks it is required to have as many control devices as possible

Select ONE option.

Question #4 (1 Point)

Which of the following BEST describes the difference between "Game testing" and "Playing game"?

- a) User starts the game to pass it or have a good time, while tester verifies that the game meets requirements written in the specification
- b) Game testing is the same as playing the game several times to verify as much scenarios as possible
- c) User may end the game at any time, while tester must pass the game to the end
- d) User may save game state, while the tester should pass the game without saving its state

Select ONE option.

Question #5 (1 Point)

What type of mechanics is NOT used in games?

- a) Gameplay mechanics
- b) Non-gameplay mechanics
- c) Client mechanics
- d) Player mechanics

Select ONE option.

Question #6 (1 Point)

Which of the following is relevant to testing core game mechanics?

- a) Restarting the game after its crash
- b) The ability to save the game at a certain point
- c) The issuance of an increased reward for the best result in the race
- d) The ability to jump over an obstacle in a platformer game

Select ONE option.

Question #7 (1 Point)

Which of the following statements are true?

- I. Testing of client and server mechanics is usually carried out white box testing
- II. Client mechanics in multiplayer games can be tested without the participation of the server
- III. The possibility of modifying the game client by the player himself is not considered a serious defect in single-player games
- IV. Testers perform functional and non-functional testing when testing server mechanics
- V. A tester needs a user interface to test server mechanics

- a) I, IV, V are correct, II, III - are not correct
- b) II, V are correct, I, III, IV - are not correct
- c) II, III, IV are correct, I, V - are not correct
- d) I, III are correct, II, IV, V - are not correct

Select ONE option.

Question #8 (1 Point)

Which approach is the most effective for testing the interaction of game mechanics on the production stage?

- a) Compatibility testing
- b) Performance testing
- c) Ad hoc testing
- d) Integration testing

Select ONE option.

Question #9 (1 Point)

What is NOT affected by defects in game mechanics?

- a) The sales price of the game
- b) The possibility of passing the game
- c) The general perception of the game by the player
- d) The gameplay

Select ONE option.

Question #10 (1 Point)

Match test steps to game saving types.

- I. Autosave
 - II. Checkpoint
 - III. Stationary saving
 - IV. Manual saving
-
- A) Press the save game state button; Check the correctness of the format and location of the file; Test if the game state was restored successfully.
 - B) Reach the save point; Check the correctness of the format and location of the file; Test if the game state was restored successfully.
 - C) Reach the save point; Initiate game state saving; Check the correctness of the format and location of the file; Test if the game state was restored successfully.
 - D) Reach autosave conditions; Check the correctness of the format and location of the file; Test if the game state was restored successfully.

Select ONE option.

- a. 1D, 2B, 3C, 4A
- b. 1D, 2C, 3B, 4A
- c. 1C, 2B, 3D, 4A
- d. 1A, 2B, 3D, 4C

Question #11 (1 Points)

Which of the following is NOT the graphic content of the game product?

- a) Video game level
- b) 3D editor
- c) Textures
- d) Collisions

Select ONE option.

Question #12 (1 Point)

Which of the following is NOT a graphic defect?

- a) Lack of texture
- b) Low detail of the object next to the character
- c) Collision grid visibility
- d) Unexpected closure of a video game

Select ONE option.

Question #13 (1 Point)

Which of the following is NOT an example of a historical validity defect?

- a) Appearance of a national leader in a game does not match his/her real-life photos
- b) One of the weapon models in a game is used and operates differently than its real prototype
- c) Weaponry and ammunition in a game do not match a real armed conflict event shown in a game
- d) A game shows an alternative version of a historical event

Select ONE option.

Question #14 (1 Point)

Choose the incorrect statement from the following options:

- a) Artists perform artistic testing when reviewing game objects
- b) Testers perform artistic testing after the final export of models to the engine
- c) Testers perform artistic testing before the export of models to the engine
- d) Players perform artistic testing when participating in playtests

Select ONE option.

Question #15 (1 Point)

Who performs Technical Testing on Graphics?

- a) Testers, developers, and technical artists
- b) Testers, developers, technical writers, and technical artists
- c) Testers as well as technical artists
- d) Testers, technical writers, and technical artists

Select ONE option.

Question #16 (1 Point)

Which of the following is NOT a graphics testing tool?

- a) Save editor
- b) In-game video capture tools
- c) In-game content editors
- d) Graphics tablet

Select ONE option.

Question #17 (1 Point)

Match test steps to graphics production steps.

- I. Creation of greybox
- II. Creation of visible geometry
- III. Texturing the model
- IV. Review of LoD and collision model of the object
- V. Exporting model to game engine
- VI. Placement of objects on the map
- VII. Creating and placing effects

- A) Visual splash testing when game object falls into water
- B) Testing objects for their "hanging" and recessed under the map (terrain)
- C) Exporting model to game engine, testing the parameters of the game object, visual evaluation of the object by testers, some duplicate tests of artists and modelers
- D) Testing collision models in terms of impact on gameplay, both artists and level designers are involved in evaluation of quality of the models
- E) Testing the overall color palette of the model, testing for visible texture seams. The texture is accepted by the art director or artist
- F) Testing the model of a graphical object for the presence of duplicated geometry, extremely excessive or minimal detail, all the necessary details to increase the realism of the model
- G) Testing the model of a graphical object for consistency and correctness of the sizes of its parts

Select ONE option.

- a. 1B ,2F, 3E, 4D, 5C, 6G, 7A
- b. 1E ,2F, 3G, 4D, 5C, 6B, 7A
- c. 1G ,2F, 3E, 4A, 5C, 6B, 7D
- d. 1G ,2F, 3E, 4D, 5C, 6B, 7A

Question #18 (1 Point)

Which of the following is NOT a sound content of game product?

- a) Music level
- b) Musical score
- c) Ambient sound
- d) Sound effects

Select ONE option.

Question #19 (1 Point)

Which of the following is NOT a sound defect?

- a) Missing sound effect
- b) Lack of sound of the object/environment
- c) Time delay of audio playback
- d) Missing binding between music and sound effect

Select ONE option.

Question #20 (1 Point)

Which of the following is NOT a defect in the audio content?

- a) The effect sound is too loud and does not match the volume level in the game settings
- b) Missing sound effect
- c) Playing the wrong sound
- d) Incorrect playback of correct sound

Select ONE option.

Question #21 (1 Point)

Which of the following checks is NOT used in content-auditory testing?

- a) Appropriation of the sound to the object and the setting
- b) The level (volume) of each sound file must be the same
- c) The tester reviews the available documentation for a specific sound object, examines the requirements for sound design
- d) If a location or scene is filled with various details, this is also emphasized by the voice acting

Select ONE option.

Question #22 (1 Point)

Choose the correct statement regarding sound testing tools from the following:

- a) Map/location editor allows to test sound effects “zones” on the map
- b) Sound card allows to play the music
- c) Piano allows to compare music in the game with original sound theme
- d) Sound settings wizard allows to test volume changing

Select ONE option.

Question #23 (1 Point)

Which of the following is NOT used in testing the mix of music and sounds?

- a) Testing the timeliness of the sounds in relation to what is happening on the screen
- b) Testing the accuracy of the location of the sound source
- c) Testing the quality of sounds effects
- d) Testing the sense of presence and realism of what is happening on the screen

Select ONE option.

Question #24 (1 Point)

Which of the following is NOT validated when testing the mixed music of a game?

- a) Combination of all audio components with each other
- b) The volume of individual sounds
- c) Ability to turn on and off music
- d) Timeliness of playing sounds relative to what is happening in the game

Select ONE option.

Question #25 (1 Point)

When checking sound objects, the tester must carry out the procedures and actions necessary to obtain complete information about how correctly the sound is configured in a particular version of the game. What does the tester's list of actions directly depend on?

- a) The list of actions depends on the tasks assigned to the tester by the art director and technical artist
- b) The list of actions depends on the number of objects in the current video game release
- c) The list of actions directly depends on which objects you want to test
- d) The list of actions depends on the checklist obtained from the game console manufacturer

Select ONE option.

Question #26 (1 Point)

Which of the following is NOT a game level component?

- a) Structural geometry
- b) Main menu
- c) Sound accompaniment
- d) Lighting

Select ONE option.

Question #27 (1 Point)

Which of the following is a game level defect?

- a) Inability to save gameplay
- b) Inoperability of the game at a certain screen resolution
- c) The inability to enter the building by the game character due to the fact that he is stuck in road textures
- d) Graphics artifacts

Select ONE option.

Question #28 (1 Point)

At what stage of creating a game level is the playtest carried out?

- a) Level prototyping
- b) Prototyping geometry
- c) Creation of the final version
- d) Creating a patch version

Select ONE option.

Question #29 (1 Point)

What is a level designers' responsibility?

- a) Correctness of textures, lighting and other visual effects
- b) Checking whether a player can play a given map without facing technical and artistic defects
- c) Checking the authenticity of the soundtrack
- d) Correctness of the geometry and shape of the level, the location of objects and trigger points, the size of the shelters

Select ONE option.

Question #30 (1 Point)

Which of the following is NOT a game level testing tool?

- a) Save editor
- b) Level editor
- c) 3D editor
- d) Game engine

Select ONE option.

Question #31 (1 Point)

Which of the following BEST describes difference between physical and sensor based controllers?

- a) Physical controllers contain only mechanical or membrane actuators
- b) Buttons of physical controllers have purposes those don't depend on the application under test
- c) Sensor based controllers can be equipped with sensors that read the position of the controller in space, respond to touch, voice
- d) Sensor based controllers designed to transmit various commands to a computer, phone or other electronic equipment

Select ONE option.

Question #32 (1 Point)

Which of the following is an example of the typical input devices (guaranteed to comply with gaming devices)?

- a) Microphone
- b) Steering wheel
- c) Touch screen
- d) Joystick

Select ONE option.

Question #33 (1 Point)

What input device provides the most precise information for testing purposes about the player's position in space?

- a) Webcam
- b) Dance platform
- c) Fishing rod controller
- d) Motion capture device

Select ONE option.

Question #34 (1 Point)

Which of the following is NOT a defect in a game product related to the specifics of game controllers?

- a) Incorrect localization of security requirements for the Nintendo Switch Joy Con controller imposed by the publisher
- b) Sony DualShock 4 controller is regarded as a full-fledged sound output device due to an outdated version of drivers
- c) Lack of replacement of a tooltip when switching controllers during the game
- d) Factory defect that leads to drifting of gamepad sticks without user intervention

Select ONE option.

Question #35 (1 Point)

Which of the following is NOT a task for UX specialists and testers?

- a) Verifying the X, A and , X buttons are used as “agree” buttons
- b) Finding a controller that gives the player a significant advantage over others
- c) Measuring time required to achieve next level
- d) Examining compliance to generally accepted conventions

Select ONE option.

Question #36 (1 Point)

What are the main objectives of internationalization and localization?

- a) To give the players an opportunity to choose a preferred language in the game language settings
- b) To ensure that all the game content is translated properly to be used in target region
- c) To support regional, linguistic or cultural references and adapt the game content to the culture of a country
- d) To ensure that the game content comply with the regional laws

Select ONE option.

Question #37 (1 Point)

The localization testing steps are performed to ensure...

- a) An opportunity to translate the game to the target language after release
- b) A technical support to regional, linguistic or cultural references
- c) That no player will be offended by rude language and improper jokes
- d) Adaptation of a gaming software to the culture of a country

Select ONE option.

Question #38 (1 Point)

Which of the following can be classified as a potential cause for a localization defect related to regional law violation?

- a) Revealingly dressed characters and vulgar language is used
- b) Historical events are misinterpreted
- c) Images of religious origin are used
- d) All of the above

Select ONE option.

Question #39 (1 Point)

Which of the following is NOT a software to use during localization testing?

- a) Translation memory software
- b) Visual string comparison tools
- c) Graphic editor
- d) Automatic string comparison tools

Select ONE option.

Question #40 (1 Point)

Match testing actions with localization testing types.

- I. "Box" localization
 - II. Interface localization
 - III. Text localization
 - IV. Graphic localization
-
- A) Testing translation of description and screenshots of the game in the store
 - B) Testing translation of menu items, buttons labels, help page
 - C) Testing translation of game subtitles
 - D) Testing translation of newspapers, shop signs, notes

Select ONE option.

- a. 1A, 2B, 3C, 4D
- b. 1B, 2C, 3A, 4D
- c. 1C, 2A, 3C, 4B
- d. 1D, 2B, 3C, 4A

Appendix: Additional Questions

Question #1 (1 Point)

Which of the following options is NOT the responsibility of a game tester?

- a) Specification review
- b) Test model development
- c) Create game design documentation
- d) Create test data

Select ONE option.

Question #2 (1 Point)

At which stage of software development lifecycle a game prototype is usually being reviewed by testing team?

- a) Concept stage
- b) Pre-production stage
- c) Production stage
- d) Post-production stage

Select ONE option.

Question #3 (1 Point)

What of the following risks is the MOST specific exactly for video games?

- a) Low video performance
- b) Illegal advantage over other users
- c) Usage of new development frameworks
- d) Incorrect saving of current state

Select ONE option.

Question #4 (1 Point)

Which of the following is a gameplay mechanics?

- a) Recording information about the date of the player's entry into the game into the database
- b) The game crashes when a player joins to a battle
- c) Getting a new level in the game after gaining the required amount of experience points
- d) Logging player actions

Select ONE option.

Question #5 (1 Point)

Which of the following is a game mechanics defect?

- a) Inability to change the type of weapon in the game
- b) Lack of a visual model of the building in the game
- c) Slow loading of the game on a certain computer configuration
- d) Lack of translation of a part of the text of the game into another language

Select ONE option.

Question #6 (1 Point)

What problems in the game development process can be prevented by reviewing the documentation describing the game mechanics?

- a) Uninteresting game mechanics
- b) Incompatibility of new game mechanics with existing ones
- c) Incorrect functioning of the game mechanics in the game
- d) Misunderstanding of how game mechanics work by players

Select ONE option.

Question #7 (1 Point)

Which of the following options are included in the gameplay testing?

- a) Configuring internal logic
- b) Verification of the conformity of the Health Points of the object with the effort required to destroy it
- c) Testing the hardware resources required for calculating the models by the video adapter processor
- d) Testing the correctness of the restoration of the game state and the values of all game parameters after loading

Select ONE option.

Question #8 (1 Point)

Which of the following is more efficient to test before integrating audio into the client?

- a) Turning audio on and off in the client
- b) Reviewing documentation describing sound effects
- c) System performance testing
- d) Compatibility of the played sounds on different audio system variants

Select ONE option.

Question #9 (1 Point)

What is the profession of a specialist who possesses the utmost completeness of sound expertise and determines the final vision of the sound picture of each object, game scene and the entire video game as a whole?

- a) Sound engineer
- b) Foliarist
- c) Voice actor
- d) Tester

Select ONE option.

Question #10 (1 Point)

Which of the following statements about testing audio-music content is true?

- a) Audio-music content cannot be tested without a game client
- b) Audio-music content testing is done only by testers
- c) Audio-music content is tested either only before, or only after adding it to the game client
- d) Audio-music content testing can occur late in the game's content development

Select ONE option.

Question #11 (1 Point)

What tool is BEST for usage to analyze joystick related defects?

- a) Screen recorder
- b) Keylogger
- c) Gamepad Tester
- d) Web Browser

Select ONE option.

Question #12 (1 Point)

When is partial localization testing used?

- a) When text changes within localizations that were previously tested
- b) When there are no high-level translators available
- c) When a very simple game is developed
- d) When a game original language is the same that the one of a targeted region

Select ONE option.

Question #13 (1 Point)

Which of the following statements is FALSE?

- a) Localization can be performed at any stage of game development
- b) Localization involves translators with a large amount of additional knowledge
- c) Internationalization creates opportunities to support regional, linguistic or cultural references
- d) Internationalization is performed to create opportunities to use elements that cannot be used prior to the localization process

Select ONE option.

Question #14 (1 Point)

What is the objective of a localization tester?

- a) Testing the text for compliance with cultural characteristics, moral and ethical aspects of the target language
- b) Testing the correctness of the translation (context and meaning of remarks, coherence of the text, compliance with the style of play)
- c) Development of a localization strategy and plan
- d) Text translation

Select ONE option.