

# UNREAL AUTOMATION:

## Boosting Efficiency and Quality in Game Testing

### How to Automate Tests on Unreal Engine?

#### Step 1: Set up the test environment

- ✔ Identify and install the necessary hardware, software, and data.
- ✔ Configure the test environment to ensure that your test scripts will run correctly.

#### Step 2: Write test cases

- ✔ Define the specific tests that you want to run and the expected results.
- ✔ Break down complex tests into smaller, more manageable tests.

#### Step 3: Debug and integrate test scripts

- ✔ Identify and fix any errors in your test scripts.
- ✔ Ensure that your test scripts can interact with the project correctly.

#### Step 4: Implement test execution using the selected testing framework

- ✔ Configure the test framework to align with the desired test flow and operational requirements
- ✔ Use a test automation framework to run your test scripts and generate reports.

#### Step 5: Run tests and analyze results

- ✔ Run your test scripts and review the results to identify any failures.
- ✔ Investigate any failures and fix the underlying issues.

#### Step 6: Integrate with continuous integration (CI) processes

- ✔ Configure your CI pipeline to run your test scripts automatically.
- ✔ Automate the process of generating test reports.

#### Step 7: Schedule and monitor test runs

- ✔ Schedule your test runs to run regularly and monitor the results to identify any trends.
- ✔ Take corrective action as needed.

#### Step 8: Maintain and update test suites

- ✔ Regularly review and update your test suites to ensure that they are up-to-date and cover all the important areas of your game or application.
- ✔ Add new tests as needed.