QA ESTIMATE · 7-STEP CHECKLIST

How to Estimate Compatibility Testing Hours

Devices → Depth → Hours

1 DEVICES
Define your target markets and audience
Pick launch regions and players. Use your own analytics or public market share data.

2 DEVICES
Build a device matrix by tier
Group the devices your players use into min-spec, mid-range, and flagship.

3 DEVICES
Set an audience coverage target
Choose the share of players to cover. Each extra device adds hours to every cycle.

4 DEPTH
Define the testing depth per device
Full checks on min-spec and top-audience devices, smoke checks for the rest.

5 HOURS
Estimate hours per device per cycle
Count setup and installation, the checks themselves, and bug logging for one pass.

6 HOURS
Multiply by the number of test cycles
Take the number of test builds from your build schedule, not from a guess.

7 HOURS
Add a reserve for retests
Plan time to recheck fixed bugs on the device where they were found.

Tick the boxes on screen, or print the page and check them off by hand.