

Steam Demo QA Readiness Matrix

Use this worksheet to define the exact public build, player journey, PC coverage, controllers, evidence, and retesting required before a Steam demo or release candidate is shared with players. It is a planning aid, not a guarantee that every risk has been removed.

1. Build and deadline information

Game / project	_____	Engine	_____
Steam App ID	_____	Branch / build ID	_____
Demo duration	_____	Target release / event	_____
Minimum specification	_____	Recommended specification	_____
Primary contact	_____	Tracker / communication	_____

2. Installation, launch and build integrity

Status	QA check	Evidence / notes
[]	Install the exact branch on a clean Windows environment.	
[]	Confirm the expected depots and packaged files are delivered.	
[]	Launch from the Steam client without development tools or cached data.	
[]	Verify required runtimes and dependencies are included or installed.	
[]	Repeat launch after exit, restart and system reboot.	
[]	Validate update, reinstall and uninstall behavior.	

3. Player journey and demo boundary

Status	QA check	Evidence / notes
[]	Complete first launch, settings, tutorial and the critical gameplay path.	
[]	Check progression blockers, sequence breaks and recovery after failure.	
[]	Create, load, overwrite and delete saves where supported.	
[]	Validate the demo ending and prevent access to unavailable content.	
[]	Verify feedback, community and full-game links.	
[]	Confirm player progress after installing an updated build.	

4. PC configuration and input matrix

Status	QA check	Evidence / notes
[]	Test representative minimum, mid-tier and recommended PC configurations.	
[]	Validate low, medium, high and custom graphics presets as applicable.	
[]	Check supported resolutions, aspect ratios and display modes.	
[]	Test keyboard and mouse controls, rebinding and focus behavior.	
[]	Test each supported controller and prompt switching.	
[]	Document FPS, crashes, heat, memory or stutter observations in defined scenes.	

5. Evidence and retesting

Status	QA check	Evidence / notes
☐	Record build, branch, hardware, graphics settings and input device per defect.	
☐	Provide reproducible steps, expected result and actual player impact.	
☐	Attach screenshots, gameplay recordings and logs where available.	
☐	Verify fixes in the corrected build and run adjacent regression.	
☐	List open release risks separately from verified fixes.	
☐	Record the exact release candidate that received the final QA pass.	

6. Release decision

**Critical blockers
open**

**Configurations
passed**

Fixes verified

QA recommendation

**High-severity issues
open**

Controllers passed

Regression status

Decision owner

Need help defining or executing this matrix?

Share your build, engine, supported hardware and deadline at testers-hub.com/contact-us/