

ABSTRACT

Aspects concern a method for debugging a video game, comprising representing game logic of a video game as a graph, visually presenting the graph in a graphical user interface in the form of connected nodes, setting, according to an interaction with a user with the input connection point, a breakpoint at an input connection point of the node and/or at an output connection point of the node and performing a test run of the game logic wherein for each breakpoint a state of the variable whose processing is represented by the node is displayed in the graphical user interface together with the visually presented graph.

FIG. 5