

# Game Testing

**The Client:** A billion dollar social media gaming company



## Business Requirement



Extensive test coverage from an offshore & onsite team for mobile, web & PC games



End to end functionality testing of games especially for the genres casino & social games



Analyse Game rules, Functionalities, Usability, Compatibility and Transaction of game points & money involved



QA Team to closely interact with game developers, artists, producers and designers understand and verify the game, and execute testing and bug resolving process



## Our Solutions



Games were tested for its Functionality/Compatibility(Cross Browser-OS)/ Localization/ Automation / Usability/ Alpha / Release / Hack/Security / Compliance



Performed Testing for - Windows 7 & 8, 8.1 & 10 | Mac OSX | Android 4.3-7 | iOS – 4.3.5 -10.0.3



On an average 200 bugs were reported per week across all games.



Tested the game on 240+ devices to ensure complete device coverage



## Business Impact



Release cycle efforts were reduced by 50% with 97% Testing Efficiency



Suggestions and Improvements on game design & monetization to enhance game quality



Effective communication helped gaining customer confidence and real time testing



Ramped up the team size from 8 – 80 in two months to keep up the pace with project timeline

**Technologies:** Mobile (.API / .APP / .IPA) & Flash (.SWF), Java & MySQL

**Database Tools:** Jira, Bugzilla and Devtrack & Clients Custom Tools | **Automation Tools:** JMeter, Native Android SDK, Apple Xcode, Flight Builds, SilkMobile