ixie

Testing of PC Games

Client Overview

- Client is a global publisher and developer of premium video games, primarily for PC and Consoles. Their strategy focuses on building evergreen multimedia franchises by partnering with talented developers from all over the world.

- **Key requirement:** End –to-end functional validation of their single player PC games.

- **Testing Types:** Functional testing, Performance testing, Compatibility testing, Integration testing, User acceptance testing and Playtest.

Business Requirements

- To validate end to end functionality of the single player PC games.

- To ensure the compatibility of the games on PC game devices.

- To engage an integrated QA team of testers who have extensive experience in PC gaming, operates in line with the game development and ensures comprehensive quality.

- To provide a safe testing environment where client data is secure.

- To provide flawless end user experience.

Key Challenges

- Increased testing hours due to the size of the build and frequency of newer builds.

- Measuring game application performance across multiple devices in the market Testing on multiple handsets and platforms for compatibility.

- Meeting client deadlines during tight schedules with the available headcount in the team.

- Ensuring flawless user interaction with the application interface

Deliverables

Daily status reports, defect reporting, test case documentation, suggestions to improve the quality of the game application.

Our Solutions

- Provided comprehensive QA support for the game with a suite of testing services and tested frequent content integration, game balancing and design changes.

- Tested and reported gameplay and UI of the game, verified game's UX in player perspective and performed load and stress tests on the game servers.

- Developed 500+ test plans across various projects and 30000+ defects were logged during the testing phase across various projects

- Performed compatibility tests to check if the game is running with major lag/frame rate issues on multiple system configurations.

- Made sure the game supported different screen resolutions without clipping/truncating buttons and texts.

- Performed GUI testing to check the parts of user interface & graphics: button layouts, screen flow, menu backgrounds, color schemes, game content, screen transitions etc.

Tools/Technology

- Discord, Steam, Epic Launchers, JIRA

Business Impact/Benefits delivered

- Delivered promised performance with excellent additional requirements for Quality and User experience.

- Effective communication with Dev team and following up for bug fixes helped meet the timelines effectively

- Reduced defect leakage by 96% during the test cycle

- Covered 90% testing with current features and patches

- Extended QA support which helped in cost saving of the customer as compared to testing by the inhouse QA team

- Reported high priority and major issues and made sure they are fixed on the current sprints for the following releases.

Engagement

- **Project duration –** May 2019 - Ongoing
- **Team Size –** 8 per project

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