



VR Game Testing



Client Overview

- Client is a leading developer of VR fitness apps, a VR experience that gamifies exercises and fitness routines
- The apps offer live classes, player dashboards, workout playlists, score cards and an assorted set of features creating engaging experiences



Business Requirements

- Comprehensive testing in immersive environment with a full body experience (beginner to advanced levels spanning 6 minutes to 60 minutes)
- QA team with expert UX knowledge to evaluate VR-Game sensitivities
- Record extensive feedback that will help in building product roadmaps



Our Solutions

- Employed special QA team to validate the VR experiences, graphics, audio and kinetics.
- Custom Test Case and Reporting templates for VR functionality coverage and testing for audience of all interests and preferences
- Executed compliance checklist to meet the standards of Oculus Quest
- Reported detailed bugs on different categories – app response, user exposure, text/ image snapping, coordination etc.

Testimonials

"Thank You for all the hard work on the project, you are very thorough with testing & reporting issues & make sure we are aware of them!"



QA Lead



Business Impact

- Protected VR space in office premises to maximize the efficiency of testers. No investment on devices to the client.
- A-team of testers who is aware of the VR sensitivities (can supervise the players sensitivity to VR sickness)
- Precision in visual details, and wide feedback on personalizing features & gamification
- Delivered actionable feedback on usability & UX defects, with appropriate screenshots, video clips & recommendations
- Testing plan completely integrated with the development cycle



USA

Cupertino | Princeton
Toll-free: +1-888-207-5969

INDIA

Chennai | Bengaluru | Mumbai | Hyderabad
Toll-free: 1800-123-1191

SINGAPORE

Singapore
Ph: +65 6812 7888

UK

London
Ph: +44 1420 300014