



Client Overview

- A leading independent Video Game Developer specializing in Console, AR/VR Games



Business Requirements

- The Application/ Game under Test is a location based Augmented Reality game on iOS and Android platforms
- The game play is about scattered events in a city with Zombie encounters and other walkers featuring Zombie shoot down, Rewards, collecting Weapons, Hero Cards
- Client required to test the Game Play, Immersion, User Experience, Visuals



Our Solutions

- Performed Game Play Testing
- Image integrity testing for Augmented Reality objects – “footprints” in 3D models
- Testing for Repositioning the images (Game Feature) in case of Object Blocking while changing player directions
- Testing the UI of 3D Collectibles, Perks inventory
- Test scan surfaces with images/hero/video for scaling, rotate styles
- Tested the AI Game Companion (Game Feature) for cool down period SLAs based on the damage assessment
- Photo booth for iOS version - Tested the images /hero in placement circles and test the images for real time rotation, size of the image, positions, share on social media etc.



Engagement

- 5 Game Test Engineers , 1 Test Lead
- 1+ year engagement including First Cycle Game Testing, interim for Defect Fixing and Regression Tests



Business Impact

- 850 Bugs identified and reported under Comprehensive Testing Solution
- Reported ~200 UI related Bugs. 90% of the reported issues were accepted and fixed for the Game Release



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