



Client Overview

- Online Social Media Gaming Company



Business Requirements

- The game is most popular among social media games with 60 million active user base per month
- The game features theme based functions (constant) along with user milestones, feature activations, level gates, achievements, tasks & unlockables
- Users can invite friends, view leaderboards
- Premium features : to unlock features early, skip tasks etc.
- User payment transactions for purchase of certain features
- The game features push notifications of new features and marketing content that needed to be tested for integrity
- Verify day-to-day events and seasonal features
- Verify promotional content



QA Process

- Established a solid QA process with client team : Spec documents, blue prints of requirement features
- Created Test Cases, Scenarios, Plan, Feedback documents
- Supported daily and weekly releases
- Created Estimates and Test Plan for every feature release
- Detailed Test Summary Reports and Daily Status reports
- Release Documents with details on tests status and production sanity



Our Solution

- Performed Functional, Compatibility, Usability Tests
- Verified for all weekly / scheduled functions for featuring and expiry
- Tested Game Play, Core features and dynamic features
- Implemented user feedback and hot fixes dynamically
- Verified and validated promotional content and push notification as per business requirements
- UI based Tests and comprehensive feedback



Business Impact

- Achieved 95-98% bug free production releases
- QA process that ensured no delay in releases; managed Hot fixes seamlessly



Engagement

- 1 Team Lead, 24 Test Team including Associates, Senior Test Experts and Test Engineers

Tools: JIRA – Defect Management



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