ixie

AR Game UI Testing

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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