Case Study







Client Overview

- Online social media gaming company
- It is a mobile based game, similar to any other Match 3 Game



Business Requirements

- Looking out for a QA vendor to perform Focus Group Testing for their Match 3 Game for one month
- Requirement for 20 females and 20 males in the age group of 18-45 who are not testers
- Provide test results at the end of each day with videos
- Challenge was to identify 40 people who are not testers within the specified age group to play the game for one month



Our Approach

- Play test the game with 40 people and record their gameplay
- Provided test results with each level progression for 40 people on daily basis along with videos
- Capture each level separately to help the client with level based progression
- Identify the areas with areas where user experience was not up to standards and suggested the required changes



Technology

The application is built on Unity platform



Deliverables

 Level based feedback which includes Difficulty Level, Time taken for level completion and Game Balance



Our Solutions/ Value Added

- Service Offered: Focus Group Testing
- Gained customer's confidence through the tenure of FGT which leaves us a preferred QA vendors for them
- Strong game testing expertise earned us few more opportunities with enhanced requirements

	USA	INDIA	SINGAPORE	¦ UК
IXIE	Cupertino Princeton	Chennai Bengaluru Mumbai Hyderabad	Singapore	London
	Toll-free: +1-888-207-5969	Toll-free: 1800-123-1191	Ph: +65 6812 78	38 Ph: +44 1420 300014

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