



# Game - Usability Testing



## Client Overview

- Online social media gaming company



## Business Requirements

- Extensive test coverage from an offshore & onsite team
- Analyze Game rules, end to end Functionalities, Usability, Compatibility and the Transaction of game points & money involved
- Adapt scrum methodology
- QA Team to closely interact with game developers, game artists, game producers and game designers for understanding, verification and execution of testing and bug resolving process
- Devise an approach to ensure sufficient coverage and increase quality of test design



## Our Solutions

- Create Check-lists to ensure the game functionality
- Defect/Ticket Analysis for intelligent regression test suite preparation
- Deliver reports on Game play issues, UI issues, Game documentation language issues, Test case coverage
- Before every release of online game - on an average 50-150 issues will be reported
- Check list document is created and executed for each modules in the game to make sure all the features are covered and everything is working fine as per the requirement-



## Tools

- Database tools - Jira, Bugzilla and Devtrack & Clients Custom Tools,
- Automation tools - JMeter, Native Android SDK, Apple Xcode, Flight Builds, SilkMobile



## Business Impact

- Rapid Scalability of resources (from 2 to 114) & infrastructure (2 weeks TAT)
- Volume based discounts(5% on total billing if the billing is \$1M)
- Testing Efficiency - 80% on end to end aspects on any project
- 15,000 test cases were developed
- 1.4 lac test cases were executed across all 15 projects
- Release cycle efforts were reduced by 50% & Testing performed on 120 devices



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