

Localization (Language-based) Testing on a Console game



Client Overview

- A British Video Game publisher with globe reach, specializing in publishing, distributing and providing services for Indie games and Visual Novels

The company is focused on creating video games on all console platforms



Business Requirements

- Engage a QA professional who is eloquent in both English and German
- Check for functional and semantic errors including spelling, grammar, sentence construction, and any text/image alignment difficulties throughout the game
- Compatibility checks



Our Solutions

- Gathered the necessary playtest requirements for QA
- Test design customized to incorporate Localization coverage
- For the course of the engagement, a tester with knowledge of both German and English, and a background in game testing worked on the project
- Xbox One testing console, HD TV and a desktop were deployed / used for testing related tasks
- A log was maintained along with image and video captures to track the defects at the end of each day



Project Overview

Supported in testing the Game- Visual Novel for different languages, with the goal of achieving best local user experience



Technology

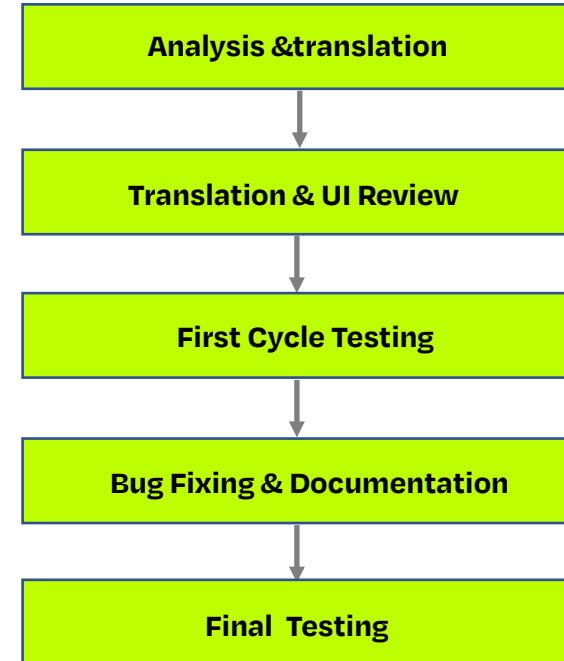


Business Impact

- Indium engaged in a Proof of Concept, allowing the client to evaluate delivery standards and quality of reports. This led to full time engagement of the client winning over other competitive vendors
- With Indium's quick resource onboarding, the project was delivered 1.5x faster (shorter test cycles)
- Real time reports with image / video captures of identified bugs and decryptions
- Indium offered competitive pricing –language-based pricing offering flexibility and focusing on value



Test Approach



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