



Tactical RPG Studio Eliminates QA Blind Spots with iXie's AI-Driven Combat Testing Engine

About the Client

The client is a tactical RPG studio shipping a deep turn-based strategy game featuring squad-based hero combat and grid battles across campaign, dungeon, and PvP modes.

With hundreds of hero ability combinations, multi-faction balance requirements, cross-platform parity across mobile, PC, and console, and real-time PvP synchronisation, every patch carried compounding risk that traditional QA pipelines were structurally unequipped to catch.

Client's Requirements

- **Ability interaction coverage.**
Systematic testing for hero ability interaction edge cases — hundreds of cross-faction combinations producing untested emergent states.
- **Pre-launch balance detection.**
Catch balance regressions across campaign difficulty curves and PvP faction matchups before launch, not after.
- **Cross-platform parity**
Validate game-state consistency across mobile, PC, and console within a single unified pipeline.
- **Real-network PvP testing.**
Simulate variable latency conditions to surface synchronisation bugs that local QA cannot reproduce.
- **CI integration.**
Replace full manual re-test cycles on every build with an automated, CI-integrated regression suite.

Expected Deliverables

- **Ability interaction blind spots.**
Hundreds of hero combinations across factions produced emergent game states that no manual testing cycle could fully reach.
- **Late-stage balance drift.**
Damage output shifts and faction win-rate skews were only detected post-launch through player reports.
- **Siloed platform testing.**
Mobile, PC, and console QA ran independently, allowing cross-platform parity failures to ship undetected.
- **Network-blind PvP validation.**
Local QA could not replicate the variable latency conditions that surfaced synchronisation bugs in live PvP.
- **No scalable regression baseline.**
Every build triggered a full manual re-test cycle across all hero classes and modes, creating release bottlenecks.

Our Solution

- ❖ **Combat Permutation Engine.**
AI agents explored the full space of hero ability combinations, status stacking, and faction edge cases across all battlefield scenarios — delivering coverage no manual team could replicate at scale.
- ❖ **Balance Drift Detector.**
An ML model tracked damage output and win-rate distribution per faction per patch, auto-flagging statistical outliers before they shipped.
- ❖ **Cross-Platform Parity Agent.**
Parallel automated runs on mobile, PC, and console simulators compared game-state outputs in lockstep, surfacing platform divergence at build time rather than post-launch.
- ❖ **PvP Sync Validation.**
Real network simulation introduced variable latency into the test environment, making synchronisation bugs reproducible, loggable, and resolvable before players encountered them.
- ❖ **CI-Integrated Regression Suite.**
The full pipeline was integrated into the CI build chain, eliminating manual re-test cycles and giving every build an automated quality gate across all hero classes and modes.

Tools We Leveraged





The iXie Impact

>65%

More hero
combo coverage
vs manual

48%

Faster cross-platform
regression cycle

4x

PvP sync bugs
caught pre-launch





USA

Cupertino | Princeton

Toll-free: +1-888-207-5969

INDIA

Chennai | Bengaluru | Mumbai | Hyderabad

Toll-free: 1800-123-1191

UK

London

Ph: +441420300014

SINGAPORE

Singapore

Ph: +65 6812 7888

www.ixiegaming.com

| info@ixiegaming.com

