

The Client: A billion dollar social media gaming company



Business Requirement

 Extensive test coverage from an offshore & onsite team for mobile, web & PC games



Analyse Game rules, Functionalities, Usability, Compatibility and Transaction of game points & money involved



End to end functionality testing of games especially for the genres casino & social games



QA Team to closely interact with game developers, artists, producers and designers understand and verify the game, and execute testing and bug resolving process



Our Solutions



Games were tested for its Functionality / Compatibility(Cross Browser-OS) / Localization/ Automation / Usability / Alpha / Release / Hack / Security / Compliance



Performed Testing for - Windows 7 & 8, 8.1 & 10 | Mac OSX | Android 4.3-7 | iOS – 4.3.5 -10.0.3



On an average 200 bugs were reported per week across all games.



Tested the game on 240+ devices to ensure complete device coverage



Business Impact



Release cycle efforts were reduced by 50% with 97% Testing Efficiency



Effective communication helped gaining customer confidence and real time testing



Suggestions and Improvements on game design & monetization to enhance game quality



Ramped up the team size from 8 – 80 in two months to keep up the pace with project timeline

Technologies: Mobile (.API / .APP / .IPA) & Flash (.SWF), Java & MySQL

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