Integrated Game QA Services
Corporate Overview

Key Highlights

- 8+ Years of Exclusive Game Testing
- Certified Testing Partner for Consoles
- 250+ Titles Tested
- Global Presence Across 6 Countries
- Pool of SMEs for Gaming – 300+ Career Testers
- Business Continuity Center in Chennai
- Specialized Center of Excellence
- iGTA (iXie Game Testing Academy)
Functional assessment & recommendations
Gameplay | Progression | Graphics | Audio | Text | UI | Collision

Compliance Testing
iOS | Android | PlayStation TRC | Microsoft TCR/XR | Nintendo Lotcheck

Compatibility Testing
PC / MAC compatibility | iOS variants | Android variants | Kindle variants

Ad-hoc Testing
Out-of-the-box testing | Exploratory testing

Network Testing
Packet loss | Network/bandwidth throttling | Cloud Sync testing

Destructive testing
Interrupt testing | Button bashing | Negative testing | Edge Cases | Backtracking

Other tests
Smoke / Sanity | Regression testing | End of life Games – Maintenance | Focus Group Testing

Performance engineering
Load testing | Stress testing | Devices performance | Server utility optimization
## Compatibility Testing on Gaming Platforms

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<tr>
<th>PC</th>
<th>Console</th>
<th>Mobile</th>
<th>VR</th>
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How Do We Engage?

**Pre – Alpha**
- ✔ Test suite
- ✔ Check list creation
- ✔ Game Design document
- ✔ Test environment setup

**Alpha**
- ✔ Aggregation of test cases
- ✔ Game play testing
- ✔ Checking implemented functionality
- ✔ Regression testing
- ✔ Dev-testing

**Pre – Beta**
- ✔ Compliance testing
- ✔ Complete functionality
- ✔ Compatibility

**Beta**
- ✔ Regression sweep
- ✔ Game optimization
- ✔ Overall assessment
- ✔ Play Testing/ Focus Group Testing

**Post Beta**
- ✔ Feature complete
- ✔ Bug fix/triage
- ✔ Verify stability
- ✔ Collect, Share Community Review of the game

**Release Candidate**
- ✔ Submission compliance
- ✔ Final verification
- ✔ QA Sign-off

**Master Candidate/Gold**
- ✔ FQA readiness & Pray!

**Postproduction**
- ✔ Updates/Patches
- ✔ Maintenance
- ✔ DLC
- ✔ Moderate forum for comments/feedback
- ✔ Monitor game servers for hackers
Initiate & Plan

- Understand the game functionality and storyline. Get queries on the application clarified.
- Validate Access to game, download and install. Confirm access to tools and shared workflow.
- Publish the Test plan containing test approach and strategy.
- Deliverables:
  - Test Plan Document
  - Verified Access to game
  - Connectivity to tools verified

Design

- Document High level test scenarios (if required).
- Finalize communication templates.
- Prepare Status Reporting Dashboard with Clarification and Dependency tracker.
- Prepare Defect Reporting Process and Toolkit.
- Deliverables:
  - Test Scenarios
  - Status Report format & Dashboard
  - Defect Reporting Process

Execute & Report

- Execute Test cases, cover game functionality, progression, gameplay.
- Conduct ad hoc and negative testing.
- Perform Compliance and compatibility testing.
- Report the defects in defect tracking tool.
- Deliverables:
  - Defect Tracker
  - Daily Status Report
  - Test Summary Report
  - Minutes of the Meeting

Release Candidate

- Complete functionality.
- Master Candidate checklist execution.
- TRC and TCR for Console / Complete compatibility for PC.
- Sweeping database, perform regression and halo testing to ensure there are no critical or major defects.
Value Delivered

Ironclad Analysis to Game Testing Coverage

- Game Mechanics
- Game Progression
- Functional Intricacy
- In App Design and Elements

Sustained Results

- Compliance and TRC Sweep
- Platform Regulation Check
- 100% Submission Pass
- “Reaffirm and Ready” to Market

What we do and do better

- Custom Test Plans based on Game On-boarding stages
- Engage right personality Game Testers and Dev Stack Software Testers
- Knowledge and expertise from testing similar games and reference projects of similar Test Complexity
- 360-Testing Perspectives: Game Stability, Performance, Design, Micro Interactions
- Pilot Engagement

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Bug Reporting and Management

**Design Review**

- Design Theme / Story / Ambience / Video-Audio Engagement suggestions, feedback etc.

**Defect Cycle**

- Weekly
- Daily /Weekly

**Governance**

- Daily-Weekly Status Reports
- Critical issues of the day
- Total issues reported on day-to-day basis
- Overall Critical issues tracking
- Planning day-to-day test approach
- Test Plan completion tracker
- Comprehensive Compliance sweep tracker

**Communication**

- Skype/Slack – direct chat
- Dedicated POC of each test component.
- Screenshots and Video recording of every bug.
- Crash logs
- Ready checklists for Alpha/Beta and Submission candidates.

**Regression and Retests**

- Report Bugs with clear Severity, STR, Priority, Frequency

**Test Build**

- Supplementary attachments in the form of logs, .dmp files, videos & screenshots. Bug Validation by Lead/STE

- Bug assigned to Production/QA SPOC
Client (SPOC)
- Triage defects, Prioritize and quality for defect fixes, assign to Dev team for solution

Dev Experts
- Fix Defects (Solution Team)

Test Lead
- Coordinate with Client SPOC / Periodic Reviews / Governance
- Review all deliverables / Communication
- Retest defect fixes and update defect status, Reassign reopen

Account Manager
- Account Management, Project Governance / Escalation Handling / Team Ramp up / New opportunities

Game Test Engineers
- Validate functionality by testing, raise defects

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