Corporate Overview

**Key Highlights**

- 8+ Years of Exclusive Game Testing
- 250+ Titles Tested
- Pool of SMEs for Gaming – 300+ Career Testers
- Specialized Center of Excellence
- Certified Testing Partner for Consoles
- Global Presence Across 6 Countries
- Business Continuity Center in Chennai
- iGTA (iXie Game Testing Academy)

**Timeline**

- **1999**: Inception in Chennai
- **2004**: US Registered Office in CA & Sales Office in Bengaluru
- **2011**: Launched
- **2012**: Top 25 QA/Testing Companies in India
- **2013**: Delivery Center in Bengaluru
- **2014**: Company of the Year - SiliconIndia
- **2015**: Top 25 QA/Testing Companies in India
- **2017**: Established Office in Malaysia
- **2018**: Over 350 Test Devices
- **2019**: Over 250 full time game career testers
- **2020**: Expanded into APAC region
- **2021**: Established office in Cupertino, CA
- **2022**: Featured in Gartner’s Testing Vendor Guide
- **2023**: 20 Leading Software Testing Providers in 2017 – Test Magazine
- **2024**: Top 25 QA/Testing Companies in India
- **2025**: Business Continuity Center in Chennai
- **2026**: Certified Testing Partner for Consoles
- **2027**: Global Presence Across 6 Countries
- **2028**: Business Continuity Center in Chennai
- **2029**: iGTA (iXie Game Testing Academy)

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Integrated QA Services

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

PC:
- Intel
- AMD
- NVIDIA
- Radeon Graphics
- Apple

Console:
- PS4
- Xbox One
- Nintendo

Mobile:
- Apple
- Android
- Amazon Kindle

VR:
- Oculus
- VIVE
- Samsung Gear VR
- PlayStation VR
- HTC Vive

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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.

Weekly

Defect Cycle
- Daily /Weekly

Test Build
- Report Bugs with clear Severity, STR, Priority, Frequency
- Supplementary attachments in the form of logs, .dmp files, videos & screenshots. Bug Validation by Lead/STE

Regression and Retests
- Bug assigned to Production/QA SPOC

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.
Client

Client (SPOC)

- Triage defects, Prioritize and qualify 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

Fix Defects (Solution Team)

- Retest defect fixes and update defect status. Reassign reopen

Game Test Engineers

- Validate functionality by testing, raise defects

Account Manager

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

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