

# Ensuring Seamless AR Experience Across a Large Pool of Mobile Devices

CASE STUDY



## PROJECT OVERVIEW

A fashion simulation game where players travel to stunning locations for photoshoots, bring models to life with AR and capture realistic, immersive moments.



## MAIN CHALLENGE

The client needed to ensure their game's AR functionality worked across a diverse range of mobile devices while verifying that gameplay remained stable on devices without AR support.



# IMPLEMENTATION

**01**

Conducted comprehensive device compatibility testing.

---

**02**

Focused on regression, functional, UI/UX, and exploratory testing.

---

**03**

Verified gameplay integrity in both AR and non-AR (Studio Mode) environments.



## SOLUTION

Conducted **AR** and **non-AR testing**, covering **functional, regression, UI/UX, and compatibility** checks to uncover critical issues and ensure smooth gameplay across different devices.



## DEVICE COVERAGE





Tested on **23 different devices**, including Google Pixel, Samsung Galaxy, OnePlus, Xiaomi, and Huawei models, covering Android versions **8 to 12**.




## TANGIBLE RESULTS FOR THE CLIENT

 **8 days of in-depth testing,**  
covering **3 builds**

---

 **17 issues detected**  
( 2 blockers,  4 major,  
 11 minor), ensuring a  
smoother release

---

 Pinpointed **devices where**  
**the game failed to launch,**  
helping the client fix critical  
compatibility gaps and keep  
their audience engaged



## Planning an AR-integrated game launch?

Let's make sure your product delivers a flawless experience across all devices

**CONTACT US**

today to ensure smooth performance & bug-free gameplay!

