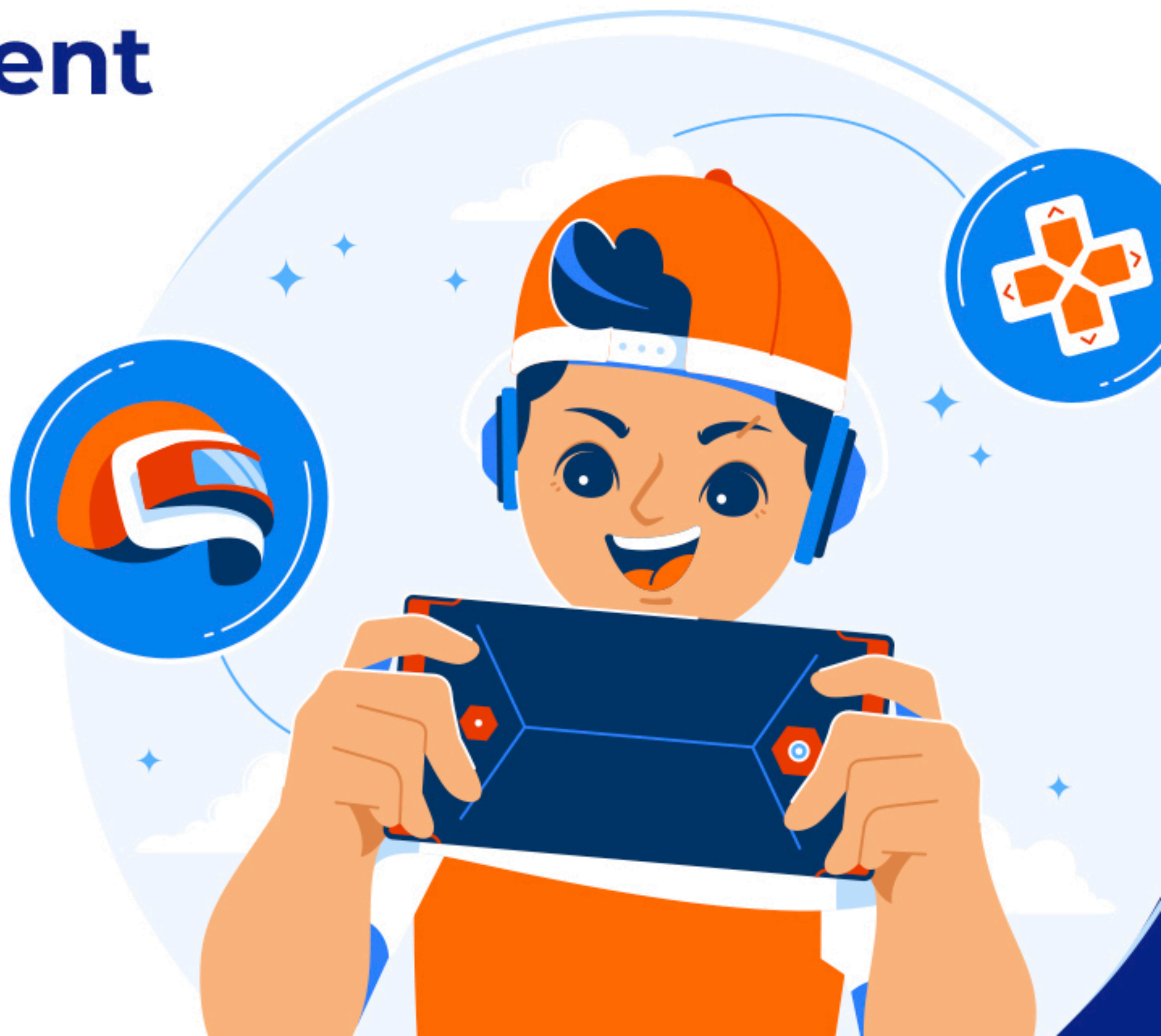


**CASE STUDY**



# MOBILE GAMES Testing

How to achieve the best  
user experience  
on different  
devices?



# OVERVIEW



The customer's product was **a football manager simulator** for iOS and Android.

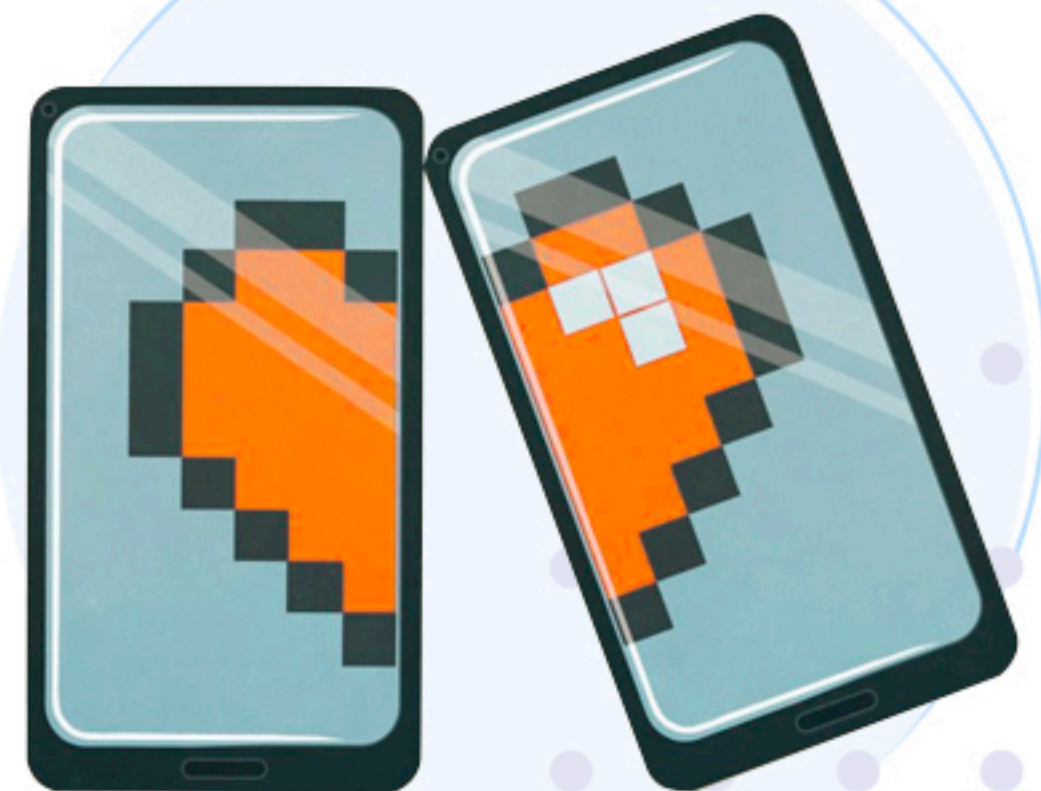
**The functionality of the game** included buying and selling players, training the team, managing the finances of the club, as well as developing strategies and tactics for competitions.

**The main goal** of the game was to raise the club to the top of the online football world.

# CHALLENGES



- ✓ the game had already been released and gained many reviews before the customer decided to involve a team of QA specialists
- ✓ user feedbacks revealed various functional bugs and crashes of the game
- ✓ developers had difficulties finding on which devices and platforms the issues occurred and why
- ✓ defects spoiled user experience, causing negative reviews and financial loss



# IMPLEMENTATION

- ✓ Before the start of the testing project, our team created a device matrix aiming at providing the most effective device coverage at a minimal cost.
- ✓ Then our QA engineers defined the origin of each issue by performing compatibility testing on different devices with the same OS, screen resolution, manufacturer, and processor.
- ✓ After this, the team evaluated the game's declared functionality following standard and non-typical scenarios. Usability testing was performed by checking the game's UI, elements' layout, sound and video effects.



# SOLUTION

## We Delivered

- ✓ device matrix with **40 devices**
- ✓ detailed **bug reports**
- ✓ **videos** of the testing process
- ✓ **feedbacks** from every member of the QA team
- ✓ actual end-user **suggestions** on improving the product, since we selected testers who were **experienced gamers**

COMPATIBILITY  
TESTING

FUNCTIONAL  
TESTING

UX/USABILITY  
TESTING

REGRESSION  
TESTING



**QA Test Lab**  
quality is a rule

**CONTACT US**

**TO TEST YOUR SOLUTION  
BEFORE THE RELEASE**

