

CASE STUDY



RPG GAME TESTING

Comprehensive QA support at every stage of the game's creation



GAME OVERVIEW



A role-playing game in which players form a team of heroes to fight enemies in dungeons. The game features a variety of characters, skills, quests, and challenges. Players can collect and upgrade their heroes and take part in battles.



QATESTLAB'S INTEGRATION



We joined the project at an early stage of the game's development and were fully integrated into the project. We attend all internal meetings and work closely with the development team.

This enabled us to quickly adapt test plans to the project's changing needs and provide comprehensive QA support at every stage of the game's creation.



CLIENT'S NEEDS



To engage a QA team from the initial stage of the project.



To conduct a project audit and build a test strategy from scratch.



To identify and address critical issues such as blockers, crashes, or major bugs in the game's features.



To confirm the game's functionality across a wide range of devices, particularly diverse iPhone and iPad models.

IMPLEMENTATION



- 01** Created a detailed testing strategy from scratch.
- 02** A comprehensive test documentation, including a test plan, test cases, and test scenarios.
- 03** Conducted smoke testing check on the first finished builds.
- 04** Ran sanity testing for new features and mechanics introduced during the project.
- 05** Performed functionality testing to identify and report blockers, crashes, or other major bugs in the game's features.
- 06** Conducted performance testing to check the game's responsiveness, stability, and refresh rate.



IMPLEMENTATION



- 07** Ran compatibility testing to examine the game on a wide range of devices.
- 08** Assessed UX/UI testing to identify any areas that could lead to frustration or confusion through gameplay.
- 09** Conducted regression testing to confirm that fixes did not introduce new issues.
- 10** Gathered players with different game experiences and skill levels.
- 10** Checked if the game's interface complies with the standards of different languages through localization testing.



TESTING TYPES



Smoke testing



Sanity testing



Functional testing



Performance testing



Compatibility testing



UI/UX testing



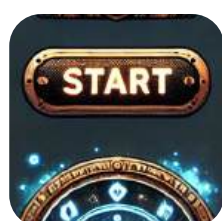
Regression testing



Localization testing



Retest of fixed bugs



Playtests

DEVICES COVERAGE



- 11
- 11 pro
- 11 pro max
- 12
- 12 pro max
- 13
- 13 mini
- 13 pro
- 14
- 14 pro max
- 14 pro max
- 15
- 15 plus
- 15 pro max
- Ipad Air 4 gen
- Ipad Air 5 gen
- Ipad mini 5 gen
- Ipad 9 gen
- Ipad 10 gen



TANGIBLE RESULTS FOR THE CLIENT



Found and resolved over 100 critical bugs, ensuring a smooth and stable final product.



Conducted 50+ playtests and used the results to improve gameplay balance and user engagement.



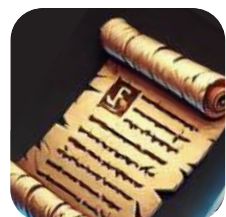
Suggested 40 enhancements, a significant portion of which were implemented in the final product.



Verified consistent functionality and performance across different screen sizes, resolutions, and operating systems.



DELIVERABLES



Detailed bug reports with clear screenshots and recordings.



Regular daily, weekly, and monthly reports.



Playtest results with recommendations for gameplay adjustments and feature improvements.





Let our QA team ensure every quest, battle, and adventure runs flawlessly for your players.

GET QA EXPERTISE TO LEVEL UP YOUR RPG GAME

