

CASE STUDY ON REGRESSION TESTING (GAME SOFTWARE)

CLIENT

Our client is a game-based learning studio that makes learning fun. With years of experience in developing the most popular games in the world, our client specializes in transmedia, educational and serious game development across PC, online and mobile platforms. By combining educational content with fun game play, our client has a clear purpose of challenging players intellectually while providing the fun game mechanics they crave.

APPLICATIONS & REQUIREMENTS

Client designs different games that target the age group of 8-10 years' children to make their mathematics as a part of game play making it easy for their learning. We were provided with different games which involved mathematical logics to solve and play the game. Mathematical logics included arithmetic, ratios, sum, division etc. User had to solve questions to move to the next levels. We were given pre-written documents where all the games' designs and functionality were laid down. We were required to follow the pre-written documents in order to proceed with our testing accordingly.

PROBLEMS & CHALLENGES STATED

We faced following challenges:

- As all their games are based on Mathematics, so to take care of all the tricky areas of questions and to solve them for testing required huge amount of time.
 - Giving and maintaining deliverables for all the 6 games was a very tough task. So, at the end of every game we updated all the required deliverables.
 - We had to think like an end user who is 10 s old, as their games targeted children of age group 8-10 years.
- Finding bugs and thinking with a brain of 8-10 years old was not an easy task.
- The client had flash based games; we had to be very careful if any bug pops up. We were asked to give the crash logs for the particular debug version.
 - Often we were to test more than 6 games at one time. It was difficult to decide the priority of the game and give the best output.

TOOLS AND TECHNOLOGY

The client had their own vast Bug and Project tracking tool.

PROCEEDINGS & SOLUTIONS

- We had lots of game to test which was not possible to test in one day, so we eased the process of by opting round robin style. With this method, we could test the games in such a way that each game was being touched every week. This way, we did not miss any game and we made sure to deliver the best.
- Also, sometimes we shared our desktop with their developers to show the errors displayed in the logs, which were browser and version specific.
- Performing Regression testing after each build deployment.
- Clearing all the pending issues which were resolved and ready to be verified.
- Suggested to make the tracking tool more niche. They appended our suggestion and Compatibility matrix tool was added.
- Good care was taken of the issues which are not reproducible. We got back to those issues at regular intervals and checked the resolution of the same.

ADVANTAGES OF THE TOOLS USED

Bug and Project tracking tool was made in a way that project was being prioritized, the amount of the bugs which are fixed by the developer. So, it became easy to track which game we have to Regress and verify the bugs again.

BENEFITS TO THE CLIENT

- A complete solution and testing was provided to the client.
- By not missing out any game to test, the client was reliable on us.
- Direct communication with developers, eased hassles of the client.
- Strengthened trust and relationship.

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