



A Slot Games Leader Saw 99.9% Bug-free Releases Thanks to iXie

About the Client

- ❖ The client is a leading game publisher running social casino game services. They primarily focus on mobile and social networking platforms
- ❖ **Key requirement:** End-to-end functional validation of their web and mobile game applications
- ❖ **Testing Types:** Functional Testing, Regression Testing, Integration Testing, Performance Testing, Payment Gateways, Compatibility Testing, Usability Testing, Ads Testing
- ❖ **Application Modules:** Slot Machines, Daily Events, Level Progression, Events, Rewards, UI, In App purchase

Client's Requirements

- To validate the end-to-end functionality of the slot-based games
- To ensure the compatibility of the games on iOS, Android and Amazon Kindles
- To capture test metrics for all the releases
- To conduct stand-up meetings on daily basis, bug triage and release retrospective meetings
- To provide daily status reports



Key Challenges

- Ensuring bug-free releases
- Supporting QA across multiple studios
- Addressing flexible release timelines
- Testing on multiple handsets and platforms for compatibility
- Detailed and more content to be pushed into a release cycle
- Measuring game application performance across multiple devices in the market
- Retaining old clients while making new acquisitions

Expected Deliverables

Daily status reports, release retrospective report, defect reporting

Our Solution

- ❖ Developed game functionality coverage matrix linking each requirement to test case for optimal test coverage
- ❖ Created check-lists to ensure the game functionality (game launch, login, re-spins on different set of reels functions, pick and win rounds, bonus wheel spins, bonus play etc.)
- ❖ Authored and executed more than 82,295 test cases per release in multiple projects covering all the integration points and functionalities on 174+ devices (Android – 70, iOS – 75 and Amazon Kindle – 29)
- ❖ More than 40,424 defects were logged during the testing phase out of which 61% were categorized as critical defects
- ❖ A total of 9284 manual QA hours per release in multiple projects was required to cover the end-to-end testing of the game applications
- ❖ Covered release cycle testing and feature testing along with sanity tickets and bug regressions
- ❖ Implemented a comprehensive reporting solution to display test execution status and defect status with most critical updates through clear graphical representation
- ❖ Implemented QA best practices for an improved visibility into the quality of the slot-based games and testing identified bugs in the initial phases of testing which resulted in cost and time savings
- ❖ Established risk-based regression testing for subsequent sprints to ensure previous features haven't been impacted by the latest game updates

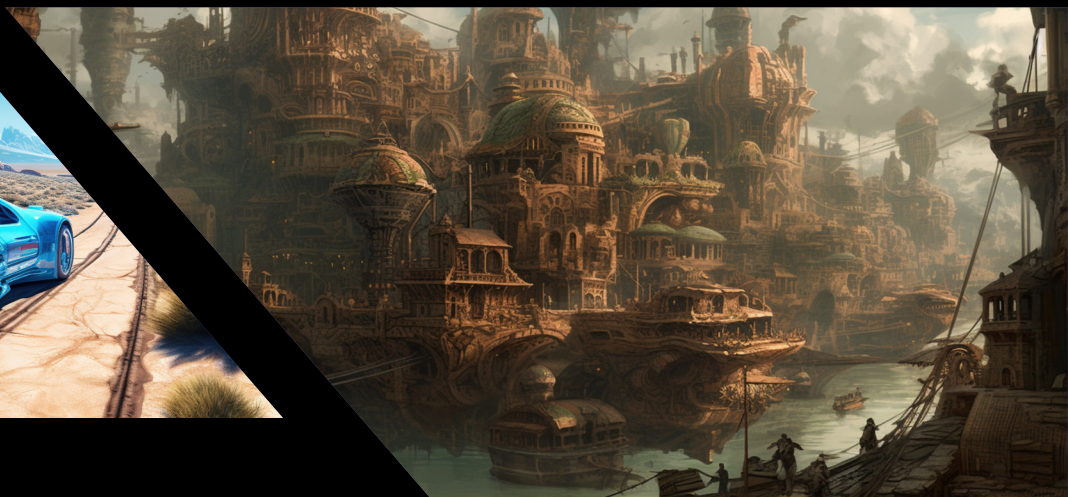
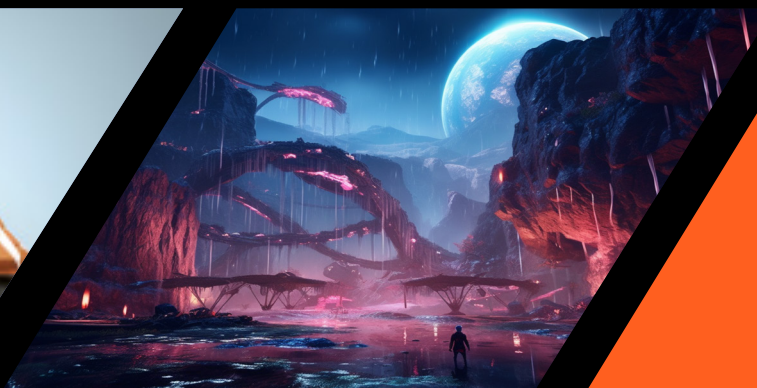


The iXie Impact

- ❖ 99.9% bug-free releases
- ❖ Provided **cost-effective** solution and **improved quality** of the application
- ❖ **Achieved 100% requirements** coverage for all feature updates
- ❖ Performed compatibility testing on a wide range of devices which led to **significant device cost savings** and helped maintain **rich user experience**
- ❖ **100% QA ownership**, there by delivering mature testing practices and **reducing the pressure on the client to maintain an in-house QA team**
- ❖ **Extended QA support**, which helped in **cost savings** for the client compared to testing by the in-house QA team.
- ❖ QA team aligned themselves with the **client's time zone** which helped in effective communication between the onsite and offshore team

Tools We Leveraged

Game admin tool, Test Rile, Jira, Charles, Game bench





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