



Client Overview

- Client is a leading developer of VR fitness apps, a VR experience that gamifies exercises and fitness routines
- The apps offer live classes, player dashboards, workout playlists, score cards and an assorted set of features creating engaging experiences



Business Requirements

- Comprehensive testing in immersive environment with a full body experience (beginner to advanced levels spanning 6 minutes to 60 minutes)
- QA team with expert UX knowledge to evaluate VR- Game sensitivities
- Record extensive feedback that will help in building product roadmaps



Our Solutions

- Employed special QA team to validate the VR experiences, graphics, audio and kinetics.
- Custom Test Case and Reporting templates for VR functionality coverage and testing for audience of all interests and preferences
- Executed compliance checklist to meet the standards of Oculus Quest
- Reported detailed bugs on different categories – app response, user exposure, text/ image snapping, coordination etc.

Testimonials

"Thank You for all the hard work on the project, you are very thorough with testing and reporting issues and make sure we are aware of them!"
– QA Lead



Business Value

- Protected VR space in office premises to maximize the efficiency of testers. No investment on Devices to the client.
- A-team of testers who is aware of the VR sensitivities (can supervise the players sensitivity to VR sickness)
- Precision in visual details, and wide feedback on personalizing features and gamification
- Delivered actionable feedback on usability and UX defects, with appropriate screenshots, video clips and recommendations
- Testing plan completely integrated with the Development Cycle



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