

Why Do You Need Release Ready Testing?

Testing Types	Other testing providers	QATest Lab	Main Advantages
Test documentation			Helps experienced employees, as well as newcomers, execute tests.
Functional testing			Defines whether the product's functionality meets the declared requirements and whether there are no blockers, crashes, or other bugs.
UX/UI testing			Detects design issues, graphics glitches, poorly drawn textures, mistakes in the game plot, and unclear game logic.
Testing of multiplayer			Delivers correct matchmaking, stable connections throughout the game session, and proper interaction between players, along with ensuring that quests are credited correctly to all users.
Sanity testing of each DLC			Ensures that the new DLC works according to the requirements without affecting the functioning of previously added DLC and breaking the functionality and mechanics of the game in general.
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Compatibility testing on distinct PCs, GPUs and mobile devices			Simulates real users' behaviors on different PC and OS configurations and investigates the hardware components that are incompatible with or fail to run due to a specific OS version or inadequate computer capacity.
Performance testing			Provides product behavior metrics on different PC configurations and mobile devices, indicating the areas that need to be optimized for more comfortable gameplay.
Testing of quests			Verifies all quests are credited correctly, function according to the requirements, in the correct order, and without any blockers when completing game scenarios.

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GAME GAME GAME GAME



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Localization testing	✓	✓	Guarantees the proper user's understanding of the game context and plot without confusing the players with negative emotions.
Retest of fixed bugs	✓	✓	Ensures the game's release is without the most critical bugs and confirms the game's behavior meets the initial requirements after the necessary fixes.
Smoke testing	✓	✓	Ensures the critical and basic functionality of the game (e.g., login, map, and multiplayer start) works as intended and quickly detects the presence of blockers to these functions.
Testing of tutorial	✓	✓	Explains the game's mechanics and helps players understand how to use specific objects, keeping users engaged beyond the initial stages of the game.
Testing of positive and negative scenarios	✗	✓	Confirms the game works according to the documentation in positive cases and does not ruin the gameplay and functionality in negative cases.
Regression testing	✗	✓	Allows releasing the highest-quality game possible, covering the maximum number of test cases.
Playtests	✗	✓	Provide feedback from people with different gaming experiences (or even without it) and test specific aspects or scenarios of the gameplay.
Outlining objective feedback and enhancement recommendations	✗	✓	Allows the implementation of new functionality and mechanics in the game based on feedback and enhancement recommendations, which can upgrade the product to a new level, improve the UX, and re-engage users who have stopped playing for some reason