

QA Game Testing

What is Quality Assurance for video games?

Before a game is released, an important and often forgotten part is to make sure it is behaving as intended, and reaches the quality standards end users are expecting. QA is the final stage between the developers and the end users who will play the game. QA testing in video games includes:

EXPLORATORY TESTING

Game is tested by being played like the end users but a little more attentive and in depth to find bugs and defects.

FUNCTIONAL TESTING

As a rule, it is one of the most time and labor consuming activities of game testing, as many games possess rich functionality on numerous levels.

MULTI-PLATFORM TESTING

Game producers want their products to be supported by most of the popular platforms.

LOCALIZATION TESTING

It is necessary to verify if the texts and audio files are properly translated and the game is adjusted for each supported language.

LOAD TESTING

This testing type is mostly executed for multi-user and online games; they assume simulation of simultaneous playing of many users.

Why should you choose us?

- QA testing can and is one of the most important parts of getting your game done right, we want to make sure that all bugs are squashed before your game hits the market.
- Flexibility in pricing; We know how small indie developers' budgets can be so we want to work with you in ways that help your game and not break your bank.
- With the gaming industry ever changing and evolving, consumers are constantly expecting better and greater things. When consumers find bugs, glitches, or problems in games, they initially give it a bad review and it usually has a domino effect. We want to keep this from happening and help protect your company from simple overlooked things that could otherwise cause bad reviews.

Our pricing

As stated, we want to bring your studios games to the light of consumers as bugless as possible. We know that budgets can be tight, small, or even non existent. But that shouldn't stop you from reaching out for what's best for your game and studio. We are flexible and can help when needed the most. Just give us a try. You never know what can be expected unless you speak!

Contact:

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