

CASE STUDY



Testing Simulator Games and DLCs



PRODUCT OVERVIEW



During this project, we worked with the pre-release build of an **upcoming downloadable content (DLC)** for one of the popular simulator games. The DLC expanded the game's features and added new dialogues and interface options, so the process included testing the **new game mechanics, localization, and installation process** from popular distribution platforms.





CLIENT'S NEEDS



Installation Testing:

downloading and installation of the game client on different PC configurations and OS versions



Creating Test Cases:

covering the DLC functionality with documentation



Functionality Verification:

ensuring the new mechanics, quests, rewards, and achievements described in user stories and GDD are working as required





CLIENT'S NEEDS



Localization Testing:

solving any localization-related issues in new DLC content: descriptions, conditions for completing quests, guides for new mechanics



Suggestions:

reflecting on the personal experience with similar games and offering improvements in the functionality and UI/UX



IMPLEMENTATION



QATestLab addressed our client's challenges by:

1

Assigning a team

Based on the client's needs, we've compiled a team of 7 QA Engineers who matched the required skill set and level of experience.

2

Comprehensive approach

One of the main tasks was to test the DLC functionality. Throughout the iteration, the team was able to find and report more than 200 bugs, having conducted a thorough revision of each feature.



IMPLEMENTATION



3

Leveraging our pool of devices

To ensure that the DLC is optimized for various PC setups and doesn't impair the game's performance, QATestLab used 7 different combinations of CPU, GPU, and RAM to cover a wider range of configurations.

4

Localization optimization

The game supports 16 different languages, so the team conducted localization testing for each of them to prevent any interface artefacts upon the release.



DELIVERABLES



Localization Optimization

We found more than 20 critical localization bugs in the description of the new functionality that could confuse the player.



Regression Testing

Our team performed regression testing of the DLC, providing the client with 500 test cases for future tests.



Functional Verification

We ensured that all features of the Game DLC performed as intended.



DELIVERABLES



Performance Optimization

Our team identified and addressed performance bottlenecks, improving the average FPS value in the game, which had a positive effect on gameplay.



UX Enhancement

Our QA Engineers evaluated the software's overall user experience, providing valuable insights for improving the basic functionality, actions menu, and quest mechanics.



OUR SOLUTION



Testing types:

-  Installation Testing
-  Functional Testing
-  Non-functional Testing
-  Regression Testing
-  UI/UX Testing
-  Localization Testing
-  Performance Testing
-  Exploratory Testing

Tools used during the project:

-  **TestRail** - for test case management
-  **MSI Afterburner** - for performance testing
-  **Jira** - for bug reporting
-  **Steam** - for installation and game client testing
-  **Confluence** - for GDD documentation





**Ensure smooth gaming
experiences with**

QATESTLAB

