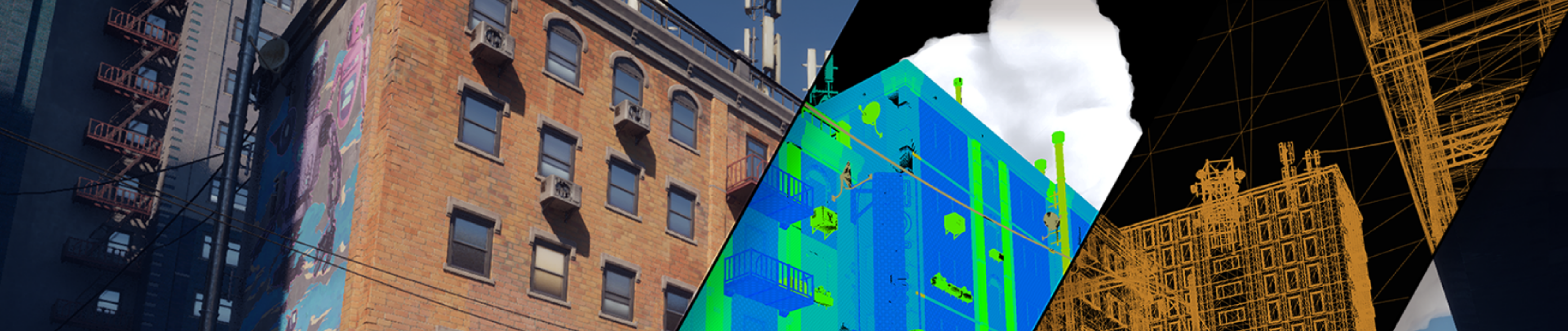
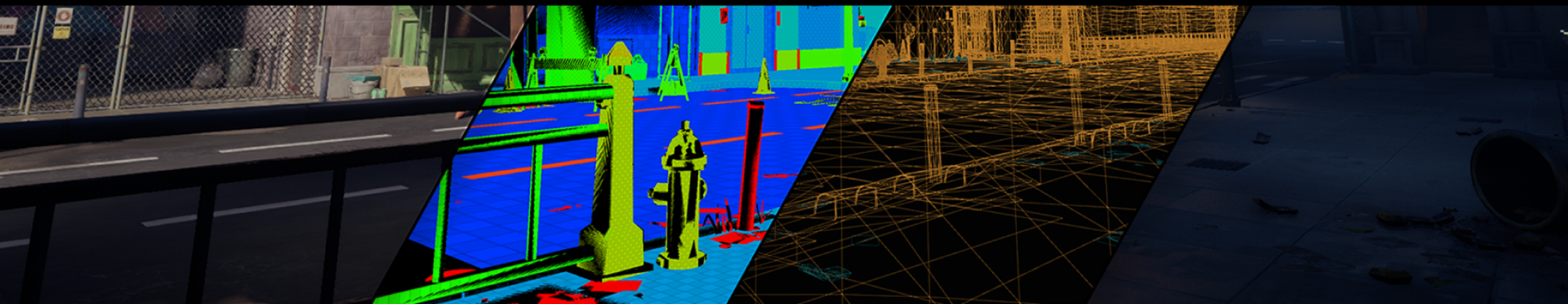




ENTANGLED

QUALITY ASSURANCE



Quality Assurance Department

ENTANGLED Studio excels in full co-development offering not only art production, but also improved game experience due to extensive technical expertise. Our skilled QA department uses a variety of tools and platforms to ensure bug-free and immersive playing experience covering every aspect of your game.

Outsourcing QA can improve the quality of your end-game and will help to keep up with tight deadlines on project delivery. Introducing you to our **Quality Assurance Department**.



The earlier the bug is found, the cheaper it is to fix

The main idea behind the formation of our QA department **is to increase the quality of our final work and reduce the time** between completion of the full cycle development and the detection of bugs.

Our team will do the testing during the whole development of the game, report the discovered bugs, bugs will be fixed and the final quality of our collaborative work will increase.



Responsibilities

The role of our QA team on external projects comes with many responsibilities, such as:

Test scenarios

Creating and executing manual test scenarios, analyzing test results

Documentation

Creating all kinds of testing documentation

Analysis

Participating in test coverage analysis

Tech documentation

Working with technical documentation (GDD, in-game instructions, tools' tutorials etc)

Risk

Risk Mitigation Plans

Playtests

Hosting and Participating in Playtests

Benefits of our QA testing

Bug-free ensurement

Cost reductions

Continuous coverage

Internal project familiarity

Customisable and rapidly scalable processes

Identification of all potential risks & valuable insights

Technical equipment

Our testing approach

We have various types of QA testing, depending on the specific needs of your projects and the development process you follow.

Types of game testing we are capable of:

- Functional Testing
- Gray and Black Box Testing
- Cross-platform Testing
- Regression Testing
- Load and Stress Testing
- Installation/Implementation Testing
- Tools Testing
- Compatibility Testing
- Smoke Testing
- Scripted and Exploratory Testing
- Compliance Testing
- Testing of Design and Documentation

Our cases

The background features a series of overlapping, angular shapes in dark brown and black. These shapes create a sense of depth and movement, with some elements appearing to recede into the background while others come forward. The overall composition is minimalist and modern.

Case 1: Compliance Testing

Development teams face a huge challenge to meet not only internal quality standards *but also platform-specific* requirements. Each platform (like Microsoft, Sony, or Nintendo) has its own specific requests. Compliance Testing ensures games meet these standards without any rework and recertification.

To guarantee that the game meets all requirements and avoids costly delays, it's crucial to conduct internal Compliance Testing with an experienced QA team.

Challenge

During platform Compliance Testing for a partner's project, we uncovered a subtle yet critical bug: a slightly altered gamepad illustration in the settings menu. This change violated platform requirements, risking a failed certification and costly rework.

Solution

We advised the partner that making the necessary changes to the illustration at this stage would be significantly less costly than having to go through the entire recertification process after failing compliance.

Case 2: Testing and IP requirements

QA testing can play a crucial role in catching potential copyright issues early, preventing costly rework and legal complications later in development. Even with thorough legal checking during pre-production, unexpected copyright violations can arise.

Our approach saved significant time and resources by addressing the issue early in development, preventing potential legal complications later in the process.

Challenge

During QA testing, we discovered a copyright issue with a background image: an illuminated Eiffel Tower. While the developers intended to use the image for visual enhancement, it violated copyright regulations regarding the use of the tower's lighting scheme.

Solution

After identifying the issue, the bug was reported to the PM. Through collaboration with the legal team and developers, a solution was found to retain the Eiffel Tower in the background while adhering to copyright laws.

Case 3: Testing of Achievements

This solution ensured compliance with Sony's requirements and prevented potential delays in the game's certification process.

Challenge

During Compliance Testing for a game on the Sony platform, we discovered a critical error. An achievement intended for a mini-game was incorrectly classified as a Platinum achievement.

Solution

This issue was quickly flagged with a bug report, as well as highlighted during the daily project meeting. The development team swiftly addressed the issue by reclassifying the achievement to a more appropriate category.

Our expertise in tools and platforms

We work with all standard tools and additionally explore the newest software. There is no platform that we don't know. QA utilizes a variety of tools, including:



QA team has worked on various games

AAA Shooter Games

AAA Mobile Fighting Games

NFT Games

Sport Games

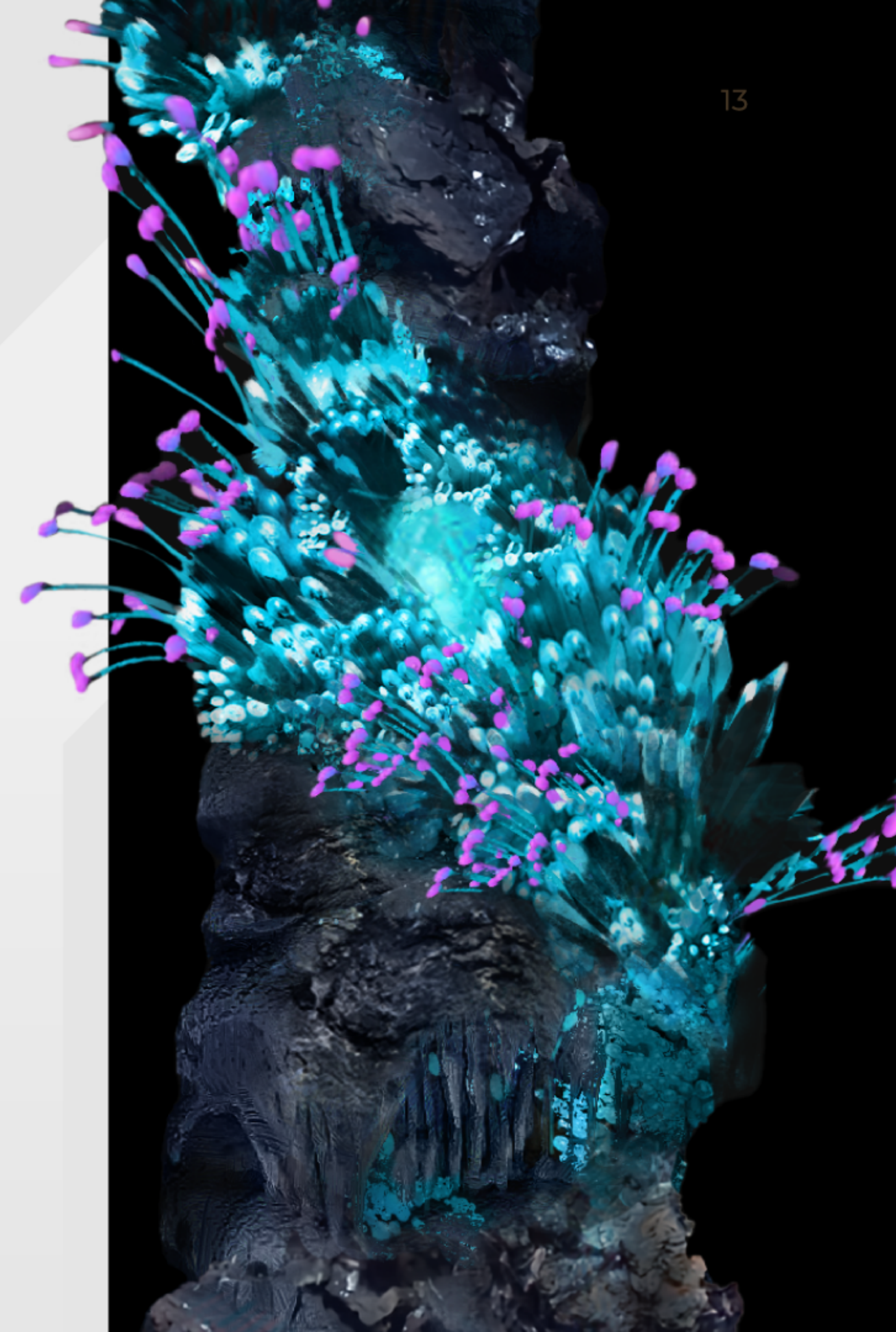
Mobile RPG Games

QA at ENTANGLED Studio

Our experienced QA team can meet any of your specific requirements, whether you need basic functional testing or a fully integrated testing team as part of your production.

We understand that every project is unique, and we work closely with our partners to develop customized plans that align with their goals and budget.

Let us elevate your game quality and efficiency.



Get in touch

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