

Top 10 Reasons to Choose DevTest for Your Game Testing



1. Test standardization and re-use

DevTest was specifically designed so that teams could not only standardize the test data they track but also to promote re-use of existing test coverage. Test coverage re-use is especially important in game development. DevTest Test Templates allows teams to standardize their test coverage and re-use tests where games share the same requirements or functionality. First-party licensors for game console platforms have strict technical requirements for each title that is licensed for their platforms and using DevTest these technical requirements can be created once and then tested on all applicable games. Results for specific sections can then be viewed on a game by game basis.

2. On demand reporting and visibility

DevTest provides real-time planning dashboards and reporting so that you always know that status of your projects. The planning view dashboards allow test planners to see the status of their test projects by test cycle, team and environment and are updated each time a test is executed by a tester or automated tool. DevTest also features dynamic reports that can be viewed in DevTest or can be delivered via email providing all stake holders with up-to-the-minute data.

3. Ideal for remote and outsourced teams

Because DevTest provides real-time data it is an ideal solution for teams that have remote or outsourced testing. Test teams no longer need to wait for results for remote team since they can view their progress as they execute their assignments. DevTest also features built-in security controls that allow you to limit what data is available to your outsourced teams and contractors so that they can work side by side with your core team.

4. Query-based scheduling

Game testing is often more dynamic than traditional software testing and new test assignments are often created on a daily and even hourly basis. DevTest's query-based planning allows test planners to create new test assignments based on existing test and defect data. Users can easily have DevTest create new test assignments to drill down in to areas with failures in previous test cycles or even with tests linked to claimed fixed bugs.



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5. Quick test coverage creation and modification

Test Templates are easily edited, copied, and duplicated so that changes in the design or functionality of a product feature can be easily accommodated. In DevTest all test coverage is based on test templates that are stored and managed in a central repository. Using DevTest you can organize all of your test templates in test coverage tree structures by application, release, and functional area.

6. Environment variables for multi-platform testing

Game development teams face the unique challenge of developing their products on a wide variety of platforms. Whether testing console games or mobile games, most titles need to be tested on multiple platforms. DevTest's Environment Variables (EV's) make dealing with multiple platforms easier because teams do not have to create test coverage for every platform separately. EV's can be used to filter existing test coverage by platform as well as to create multiple test tasks when a test is applicable for more than one environment. The DevTest dashboards and reporting allow users to view test results by environment providing platform specific visibility.

7. Improve tester efficiency

Testers have enough to worry about without having the additional hassle of needing to use multiple tools to manage their assignments. DevTest Studio puts all of the tools and data they need all in one place. From the DevTest interface testers can create new test coverage from requirements, link these tests to automated scripts and then schedule and execute those tests. When defects are found users can submit defects with mapped test data directly into DevTrack. Having all of the tools and data available via one convenient interface increases test productivity and efficiency.

8. Grid-based test execution

DevTest supports verification point data grids specifically designed for game development. Using the data grid, testers can execute tests in a format commonly used by game teams and test planners can easily design new tests by plugging new variables like cars and tracks, characters and levels or other common game themes. The verification point data grids even support a check box interface to make test execution even more familiar.

9. Open APIs for Test Automation

The DevTest open API's allow users to integrate their test planning and reporting with their favorite test automation tools. Using the DevTest APIs game teams can automate the creation of new tests from their automation tools, track the execution of automated tests and even automate the creation of new Test Releases and Test Cycles. Once DevTest is integrated with test automation tools users can use DevTest dashboards and reporting to view automated test results and use the DevTest planning wizards to schedule their automated tests.

10. Release higher quality games

At the end of the day, the most important reason to choose DevTest to manage your testing is it allows you to release higher quality games. Better project visibility and higher tester productivity make it easier to take your quality initiatives to the next level.

TechExcel Headquarters

TechExcel, Inc.,
3675 Mt. Diablo Blvd., Suite 200, Lafayette, CA 94549
Tel: (925) 871-3900 (toll free 800 / 439-7782)
Fax: (925) 871-3991

TechExcel East Coast (Sales/Support)

6350 Quadrangle Drive, Ste. 120, Chapel Hill, NC 27517
Tel: (919) 402-1385
Fax: (919) 402-1414

TechExcel EMEA

Crown House, 72 Hammersmith Road, London W14 8TH, UK
Tel: +44 (0)20 7470 5650
Fax: +44 (0)20 7470 5651