The overall performance of the Game is monitored. Speed optimization is performed to maximize the pace of the game.

Parameters of import controlled during performance tests

* **Client and server response time**, completion of transfers, peak load capacity, reliability, network availability, resource leakage, lower power, low energy, time to download apps, simultaneous (multi-user) access, speed , efficiency, scalability, etc.
* **Battery Consumption and Graphic Performance:** Calculate the battery consumption of the mobile game. Battery Use must be optimal across a long period of time, and game responses should be adequate under differing heavy loads through various platforms.
* **CPU and resource constraints:** Output counters are used to calculate the CPU and the memory consumption of the program.
* **Network Connectivity:** Tests the reaction time of mobile gamers to various forms of networks (Wi-Fi, 2G, 3G, 4G), provides an summary of how well the game can do on unstable networks. It often tracks the communication between mobile devices, data centres or the cloud.