

Game
Process



iGaming Project

Overview

- Documentation
- Build Release
- Test Scenario & Test Case Creation
- Emulation Document Preparation & Gaffe Creation
- Smoke Test & Test case Execution
- Defect Logging
- Build Closure
- Regression, Sanity & Retesting
- Submission Sanity & Compliance for respective Jurisdiction(UK,ON, NJ MI PA)

01

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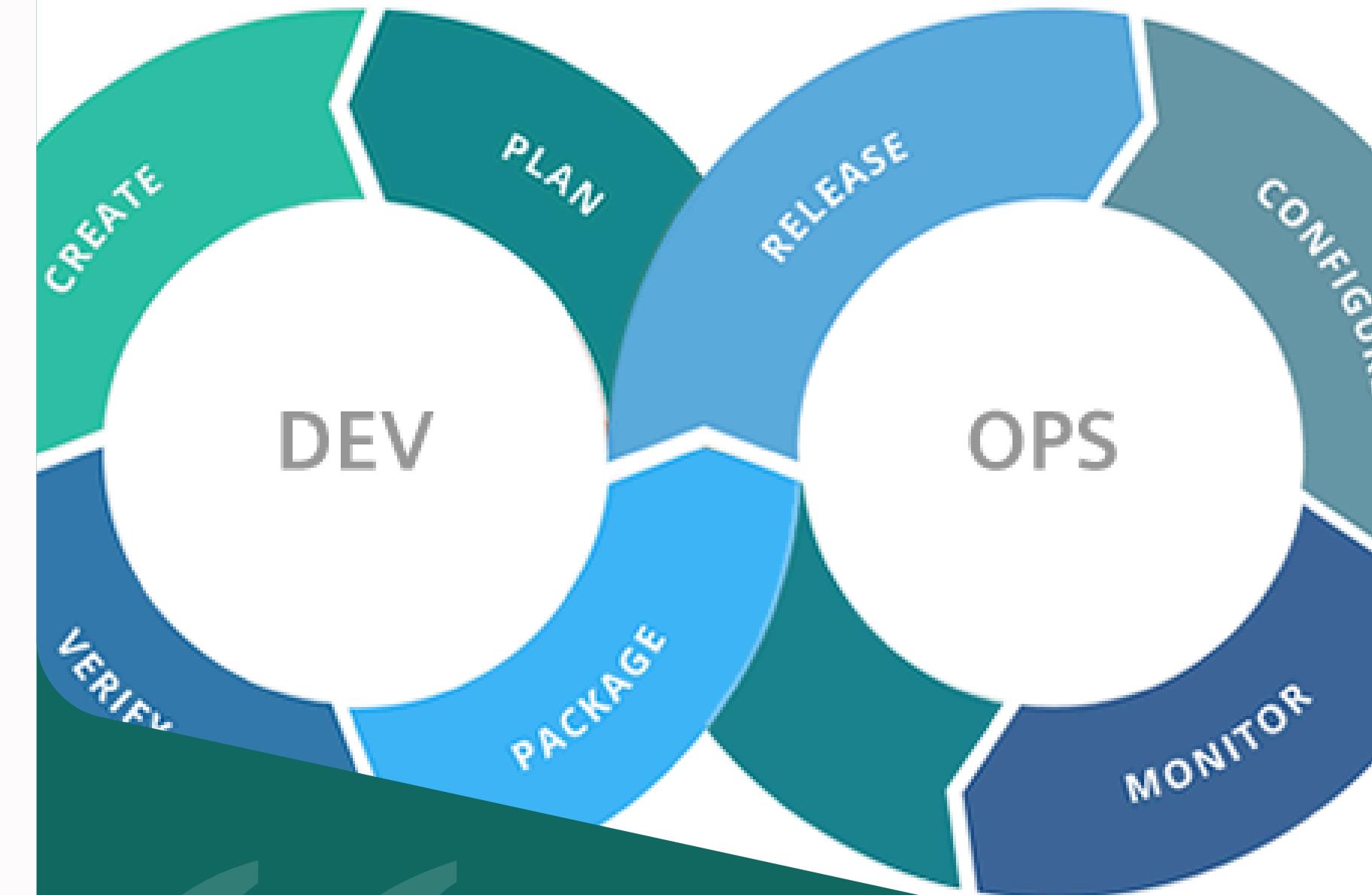
DOCUMENTATION

- For Document Process We start with (Maths Document/Combo Sheet) for Symbols Pay & RTP value for each variations of the game.
- Specification Document is provided by Game Designer to understand the gameplay and functionality of the game for ex grid size, extra feature functionality etc.
- Layout Document is provided by Tech Artist and Animators, we verify the game GUI (Look and feel) of the game with the help of this document.
- GRD Document For Help Screen verification of the game provided by Maths Team & GD



Build Release

- Build is deployed over the Gitlab directory with specified folder named with game title.
- All the changes is done by Dev over the folder like implementation of Mercury files from Artist etc.
- A Jira ticket is raised for Build information like ; Build number, Platform details like Web or Mobile, Out of Scope and In Scope details, Default Variations details, Coinsizes or Bet details like (Min , Max, Default bet).
- Build is Deployed with in house GDK over Dev and Test environment.
- Once game is deployed over both Env tester start with testing.



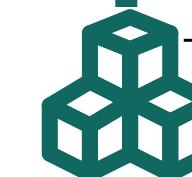
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Once Build is released over Test Env
We start with Smoke testing and later
after giving confirmation we start with
functionality testing\.

Test Scenario and Test Case Creation

First we start creating Test Scenarios by mapping the functionality.

- Test scenario mapping for example Help Screen Verification, Free Game Verification, Layout & Art Verification, Pay Verification these are generic scenarios. Scenarios can be game specific like JP trigger on last free spin etc.
- Test cases for each components comes under Test scenario of that functionality.



Test Summary

Test Summary contains the headline of the test case or scenario.



Test Description

Test Description describes the Test case or Test Scenario



Steps to Reproduce & Expected Result

STR contains each steps for reproduce the defect and Expected Result is desire result from the game

Emulation Document

Emulation document is created by tester to verify the maths of the game and we take the reel strips from maths document and create the table of symbols pays later we create the gaffe or cheats according to symbol combination.

01



Base Game PAY

In Base game we verify symbols pay in base game with all bet sizes on each variations of the game.

02



Free Game Pay

In Free game we verify symbols pay with all bet sizes on each variations of the game with symbol combination

03



Scatter Pay

Scatter pay verification in Base and Free game in Feature Retrigger.

04



Jackpot Pay

We verify all the JP like Grand, Major, Minor, Mini in both base game and Free games.

Smoke Test

Once we receive the build we start with quick Sanity to perform smoke. Like playing a base or free game, Check the recovery functionality and Deposit meter and bets.

Build Summary

After smoke testing is passed we share build summary to dev and other stakeholders over the mail with details like build details smoke test result and test cases which we are going to test for current build and test completion estimate date, in and out of scope details, test environment and platform details

Test cases

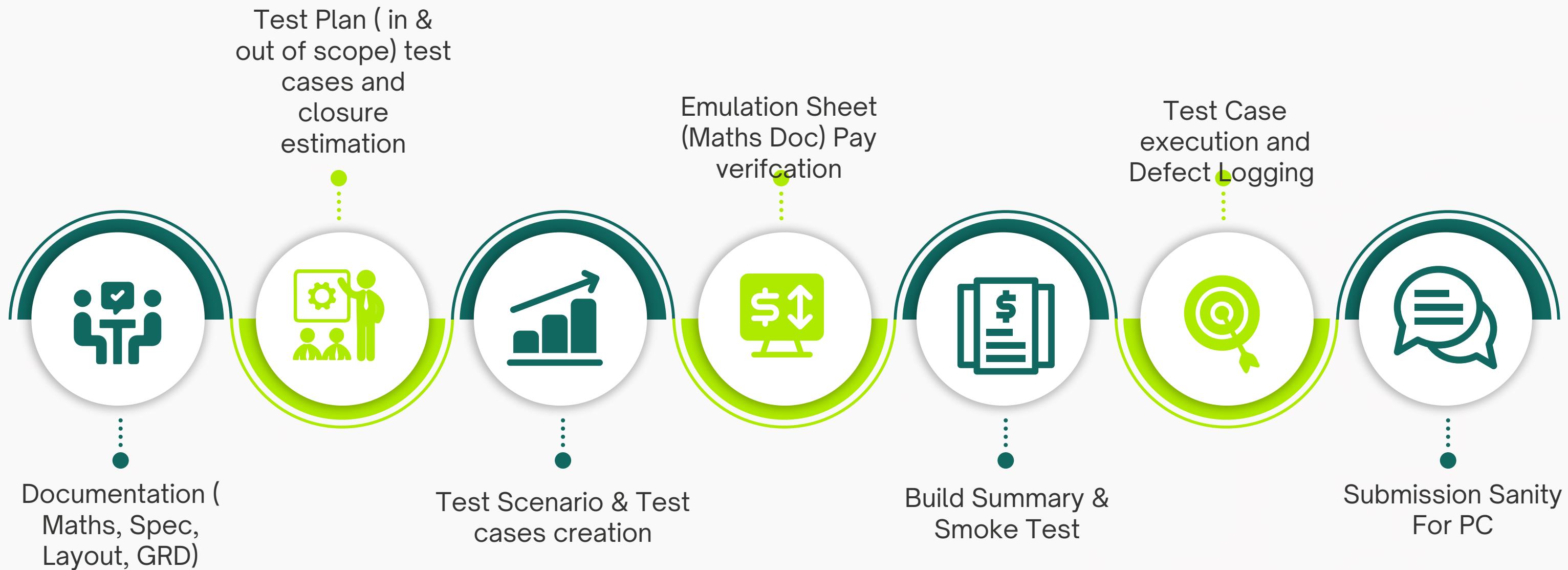
After build summary we start with testing by executing test cases over zyphr tool in the Jira where we create test suite by build cycle basis and fetch the test cases from the repository of test cases.

Defect Logging

We log the defect over Jira with Summary, Priority and severity, STR, Expected & Actual result with attachments like SS videos or logs and link the bug with the test cases according to its type whether is failing or blocking the test cases.

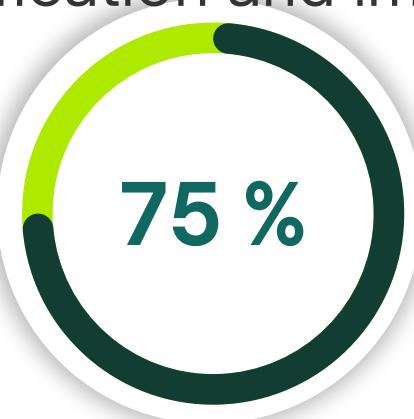
Process Flow

Process of game development starts from documentation to submission sanity for each jurisdiction and later release to the respective market.



Regression/sanity & Retesting

Once we receive the build with the bug fixes and any new implementation of functionality we start with sanity by executing sanity test cases and retesting of bugs by defect verification and impact area testing.



Regression Test execution & Sanity

Sanity Test cases execution with Regression test cases



Retesting or Defect verification

Defect verification by following defect STR and impact area testing around the specific defect area.

Submission Sanity & Compliance for different jurisdictions

For Submission sanity we follow GLI 19 Standards)

GLI 19 PDF = <https://surl.li/itchzb>

UK (GBP GB, GBP IE)

For UK market and major difference is AUTO SPIN is disabled for UK jurisdiction and CURRENCY will be in Euro \$ GBP

ON (CAD/CA)

For Canada Market CURRENCY will be CA\$

USA (NJ, MI , PA)

Currency will be usd US \$

For submission sanity testing is done over each jurisdiction for every variation with set of basic sanity test cases like normal spin or base spin autoplay spin , free game spin to check basic functionality over production stage.