

Don't Use Your Loyal Customers as Guinea Pigs! Test Real-World Scenarios Pre-Deployment



CONNECTION LOST !



Alpha, Beta, Early access. A worrying trend within modern gaming to iron out kinks and reduce testing costs. Launching a game pre maturely no longer garners the same positivity from gamers and the willingness to overlook issues, with Beta access often being viewed as “released early”. This causes the echo chamber in the social media crucible to sink games with great potential.

Calnex’s Network emulation platform allows you to gain confidence before releasing your game to users creating a smooth customer launch:

- 🎯 Impairments include latency, Jitter, Bandwidth throttle.
- 🎯 Replicate any Network including complex scenarios.
- 🎯 Reproduce customer failure scenarios.
- 🎯 Test the limits of your game and how it responds in a failure scenario.
- 🎯 Identify and fix network related bugs prior to release.

Pre-Deployment

Create fully automated test plans, ensuring your game withstands not just ideal, but all network conditions. By simulating real-world scenarios, from packet loss to jitter, you preemptively refine your game, enhancing user experience across the board, and solidify your game’s reputation from day one.

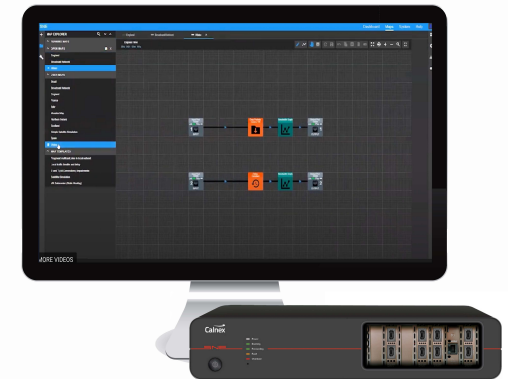
Post Deployment

Acurately replicate the conditions under which player issues occur. This enables precise, step-by-step recreation of real-world scenarios, facilitating swift identification and resolution of any encountered problems, thereby enhancing ongoing game performance and player satisfaction.

Ongoing Development

A repeatable test bed allows software to continuously improve over time, and catch issues in new builds early in the development cycle.

Calnex Network Emulation tools are trusted by game studios across the globe including Activision, Ubisoft, Epic Games, EA games, Warner Brothers Entertainment and more...



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