



**VMC SUCCESS STORY**

# Xbox Games Testing

*Technical Certification Requirement Testing for Xbox 360*

## Overview

**Country:** United States

**Industry:** Electronic Entertainment

**Service Areas:** Game Testing

**Customer Profile:** Backbone Entertainment specializes in developing original and licensed IP for all gaming platforms and multiple media, such as comic books, film, television, and consumer products.

**Business Challenge:** Backbone needed their game functional and ready for release on an aggressive timetable.

**VMC Solution:** VMC customized a test plan and assembled to execute test run.

**Benefits:**

- VMC's large pool of experienced testers and immediate access to lab space, expedited project execution.
- With VMC, the customer could focus on core competencies, while trusting their testing needs an expert.

## Business Challenge

Backbone Entertainment specializes in developing original and licensed IP for all gaming platforms and multiple media, such as comic books, film, television, and consumer products. Backbone needed full functionality testing for its current project, Konami's *Death Jr. 2: Root of Evil*, but because the company has 20+ projects in development at any given time, in-house staffing was at a premium. The timetable for completion of this project was very aggressive, and they needed to complete the testing cycle quickly in order to deliver the title to market on time and within budget. Backbone turned to VMC for a solution.

## VMC Solution

VMC is the largest independent game testing company worldwide, offering a full range of QA and game testing services including functionality, pre-certification, compliance, game play, localization, across all platforms. Taking action quickly, VMC set up a secured testing lab for Backbone at its world-class facility in Redmond, WA.

Working closely with the client, VMC executed on a test plan to support the tight turnaround that Backbone needed. From their staff of seasoned professionals, they identified and assembled an agile team consisting of one test manager, one test lead, and seven experienced game testers. Using the Sony® PSP® (Playstation® Portable), an integrated portable entertainment system designed to handle multiple applications, the VMC test team moved in and began executing on the test and reporting plan immediately.



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## Results

Within three days, VMC had the project up and running. In just three weeks, the VMC team had completed the testing cycle and released the project to Backbone. *Death Jr. 2: Root of Evil* was released in October, 2006, in advance of the holiday selling season.

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## About VMC

VMC is a project management and technology services company specializing in testing, development, IT and technical support solutions. VMC provides consulting, project management, technical services and more to give an innovative face to traditional outsourced IT services. From our quality assurance and product testing, to in-depth technical support expertise and IT implementations and service management, the VMC focus on high quality, expert project management, and communications helps global companies manage more efficiently and effectively.

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