



GAME TESTER

TEST CREATION

**API IMPLEMENTATION
OPTIONS**



When creating a test on Game Tester you have two methods of implementation;

1. With our API
2. Without our API

WITH API

- ✓ Authenticate testers and restrict access to your title where required.
- ✓ Add a watermark of the testers ID to increase security.
- ✓ Track gameplay activity with data point hooks.
- ✓ View demographic data for data points.
- ✓ Guaranteed play-time and completed requirements from every tester.
- ✓ Create and run time sensitive tests (everyone starts at the same time)
- ✓ Integrate an in-game pop-up to inform users of test completion
- ✓ 1-2 hours average time to integrate API with free tech support

① This is the recommended option to get the most data from your tests and validate every user.

WITHOUT API

- No integration needed.
- Simply include installation instructions to access your game.
- Ask as many questions as you like in the post-test questionnaire.
- Access to the questionnaire is restricted until the test duration has passed.
- View demographic data for questionnaire responses only.
- No ability to track gameplay activity or validate users.

① Use this option if you are unable to integrate the API for any reason.



API BENEFITS

EXPLAINED



API BENEFIT No.1

Authenticate Testers – Secure your game

To make sure only authorised testers are given access to your game, integrating the API allows you to authenticate testers with a Game Tester PIN that would be requested when the game starts, like this:

We issue a unique Game Tester PIN to every tester when they accept a test. They enter this PIN when prompted by the game to gain access to its content.

If the PIN is invalid or expired, **access is denied** – meaning the content cannot be played.

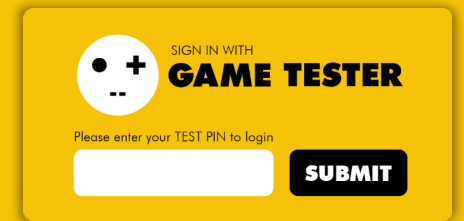
This makes sharing early game content and sensitive material extremely secure. Even if the game files are shared with other people, only authorised Game Testers will be permitted access.

All Game Tester PINs expire when either;

- ✚ The tester finishes the test (they achieve all test requirements)
- ✚ The test itself ends (Number of completed tests is achieved)

At this point, ALL access to the game is removed, including any previous testers.

This gives you full control over who can access your game at all times and all access is removed once the test finishes, meaning zero risk of content being shared and accessed by anyone other than approved Game Testers.



API BENEFIT No.2

Add Tester ID Watermarks

A great method to further reduce risk is by displaying the Game Tester's ID as a watermark within your game.

Examples

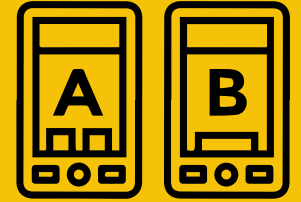


This information is passed to you after the tester is authenticated and can then be displayed in-game in any way you wish.



API BENEFIT No.3

Track HOW your games are played



With the API, you can integrate data point hooks into your game that trigger when a certain activity happens. With this data you can begin to understand exactly HOW your game is played and identify potential pain points experienced by some players.

Example Data Point report for 100 testers:

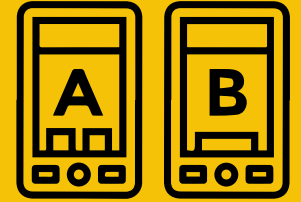
DATA POINT	UNIQUE	TOTAL
Found the crowbar	95	98
Escaped prison # 1	60	60
Escaped prison # 2	41	41
Killed by guards	15	136
Killed by prisoners	12	115
Constructed a firearm	2	6
Completed a prison job	54	324
Dug a tunnel under the wall	15	26
Escaped prison #3 (optional)	24	24

Here you can see that only 15 players were killed by guards, but those 15 were killed about 9 times each (136 total)! Using other data points, you can start to understand why. Were they not finding a specific weapon? Or were they entering and trying to complete an area too early?



API BENEFIT No.3

Track HOW your games are played



“I already have analytical tracking in my game”

Often, developers tell us they already track gameplay data points with their own analytics package in a similar way to our API and ask if there is any difference.

The initial answer to this question is no, our API will track gameplay activity in exactly the same way as your analytical package already does.

However, with our API, you also get the full demographic profile of every action that is tracked. In short, this means not only do you understand how people are playing your game, you get to fully understand how different groups of players, play the game differently, resulting in different levels of engagement.

For example;

- ▶ From the questionnaire, 60% say they love the game.
- ▶ You review the data points and see those 60% were all finding a hidden weapon.
- ▶ You then review the demographics of this 60% and find the majority are males from the US.

From the above results, you may want to consider making the instructions to find the weapon a little clearer to understand, or use less US references etc.



API BENEFIT No.4

Guaranteed play-time



The API allows you to track every action of each tester from start to finish. Want to ensure every single tester plays your game for 60 minutes? With the API you simply set the 'unlock function' (which triggers the end of the test), to 'Play for 60 minutes'.

This makes it impossible for any tester to skip any section of the gameplay element and move onto the questionnaire early.

Want to make sure every single tester gets to level 5 and kills the final boss?

No problem! Again, just make these actions trigger the unlock function and it will be impossible to complete the test without completing these actions.

Without the API we can still ask testers to complete these actions, but with no tracking it's impossible to say whether they actually did them or not.

Most testers are honest

It's important to mention that most our testers are not looking for ways to 'cheat the system' and are genuinely interested in testing games and giving their feedback and are happy to follow instructions correctly.

However, compliance can vary depending on the game and if you want to be 100% certain that every tester follows their instructions precisely and fully, we have the API available to make this possible.



API BENEFIT No.5



Time Sensitive Tests

If you need all testers to test at the same time, we have the option to run a 'time sensitive' test. When setting up your test, simply select the date and precise time you want the test to begin;

The screenshot shows a dark-themed interface for configuring a test. At the top, there's a toggle switch labeled 'Time Sensitive Test' which is turned on (checked). Below this, there are two input fields. The first is labeled 'Date (dd/mm/yyyy) UTC*' and contains the text '1 November 2020'. The second is labeled 'Time (24-hour) UTC*' and contains the text '18'. A small calendar icon is visible between the two fields. In the top right corner of the interface, the text 'min 1' is visible.

This type of test can be useful for testing multiplayer games including the testing of server loads with lots of players accessing at the same time.

With time-sensitive tests we do not activate the Game Tester PIN's until 5 minutes before the tests start time. This ensures anyone that tries to start early is not able to do so.

Without the API we would have no way to restrict access to the game before a certain time, hence why the API is required.

From experience we know our testers are very eager to test new games! Because we normally start inviting 2-3 days before the start date of a time sensitive test (so players can make sure they are ready and available), many will TRY to start early! This eagerness isn't necessarily a bad thing, but it's important we restrict access to a specific time otherwise many would attempt the test too early.



API BENEFIT No.6



In-game pop-ups

With the API integrated, you can identify Game Testers and notify them when they have met all test requirements with an in-game pop up.

This ensures testers move onto the questionnaire and completes the test as soon as they are done. As a result, the developer gets their results faster.

Developers are welcome to create their own in-game pop-ups, however we have a selection of templates you can use:



TEST FINISHED!

Well done, you have completed all requirements for this test. Please now log-in to Game Tester to complete the questionnaire and claim your reward.



TEST FINISHED!

Well done, you have completed all requirements for this test. However, there is more content available which you are welcome to continue playing.

NOTE: This content will only be available in your current session. Once you leave you will no longer have access.

Once you are done, log-in to Game Tester to complete the questionnaire and claim your reward.



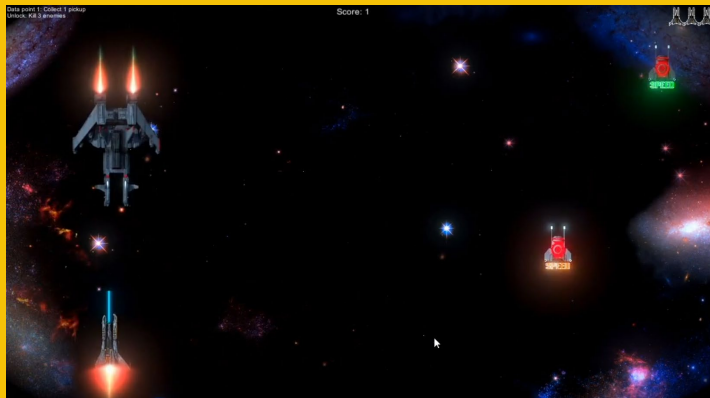
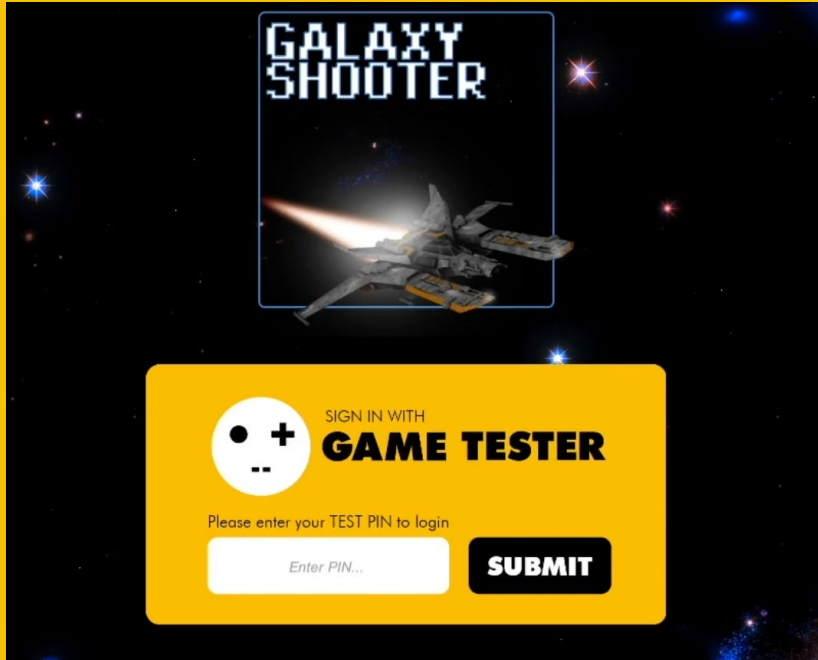
EXAMPLE USE CASE

WITH API



EXAMPLE USE CASE

WITH API – Part 1

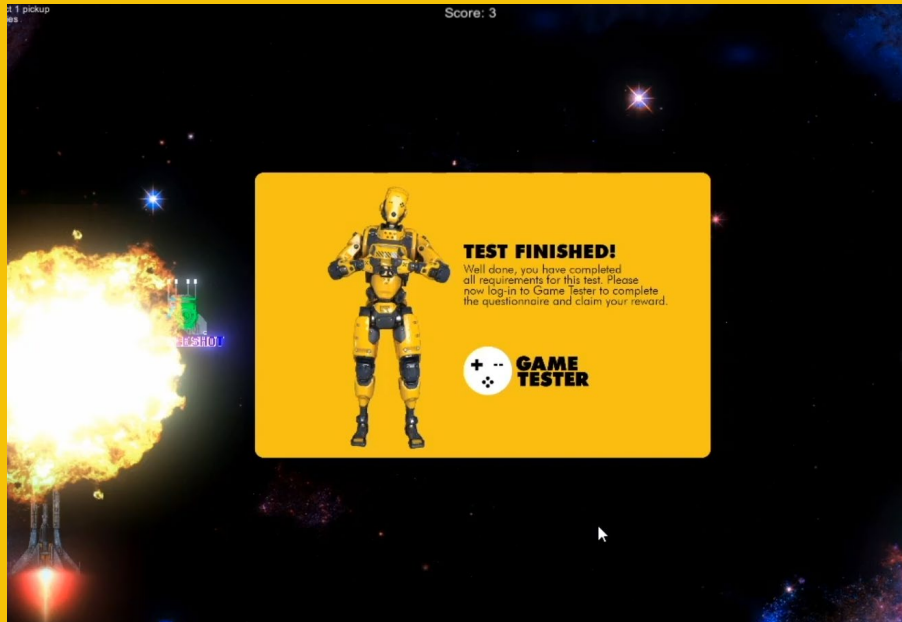


- ▶ Tester follows instructions to download and install game.
- ▶ Tester enters their unique TEST PIN to begin the test.
 - ▷ TEST PIN'S are given to testers only when they accept a test.
 - ▷ This PIN expires once they complete the test or it ends, preventing any further access.
- ▶ Tester is granted access and begins the test as instructed.
- ▶ During gameplay, data point hooks track what the player does and how many times each action occurs. In this game they track;
 - ▷ Upgraded their ship
 - ▷ Changed ships weapon
 - ▷ Opened the in-game store
 - ▷ Made a store purchase
 - ▷ Destroyed a UFO



EXAMPLE USE CASE

WITH API – Part 2



- ▶ Tester completes the final test requirements, in this case play for 30 minutes and destroy 3 boss ships.
- ▶ Tester is presented with an in-game pop-up that lets them know they have completed all test requirements and can log-in to Game Tester to complete the questionnaire and claim their reward.
- ▶ Tester completes questionnaire and receives their reward.
- ▶ Test reports will include the following data;
 - ▷ How many testers accepted/completed the test
 - ▷ How many testers failed the test (started but did not finish)
 - ▷ Questionnaire responses and total of each response
 - ▷ Unique and total number of data points that were triggered
 - ▷ View demographic data of every user that completed the test
 - ▷ View demographic data of specific questionnaire responses
 - ▷ View demographic data of specific data point triggers
 - ▷ Allow cross-comparison of questionnaire responses and data points
 - ▷ View average time differences between data point triggers

A screenshot of a questionnaire interface. At the top, there's a progress bar showing 50% completion. Below it, a sidebar on the left lists sections: 'Tutorial' (checked), 'Game Experience' (checked), 'Bugs' (checked), and 'Feedback' (checked). The main area contains questions with radio button options. The first question is 'Did you find the tutorial useful?' with options 'Yes' (selected), 'No', and 'Partially'. The second question is 'Which parts of the tutorial did you like the most?' with a 'Controls' section. The third question is 'Do you feel the tutorial was the right time length?' with options 'Too short', 'Too long', and 'Just about right' (selected).

SETUP REQUIREMENTS

WITH API – Part 3

1. Create account and add your studio branding
2. Create a game profile page
3. Create test, select 'With API' and enter test details
4. View test summary page to get your API token
5. Implement the API into your game as per the [API Document](#) and [video guide](#)
6. Click the API validation tab in your test summary to get your data point ID's and Testing PIN
7. Use your Testing PIN to check everything is working correctly
8. When all the red crosses turn into green ticks – you're ready to submit your test!

YOU'RE DONE!

At this point, we check everything is setup correctly and approve the test (normally within 24 hours), ready for your test to start on the date entered. Then simply watch the results come in!



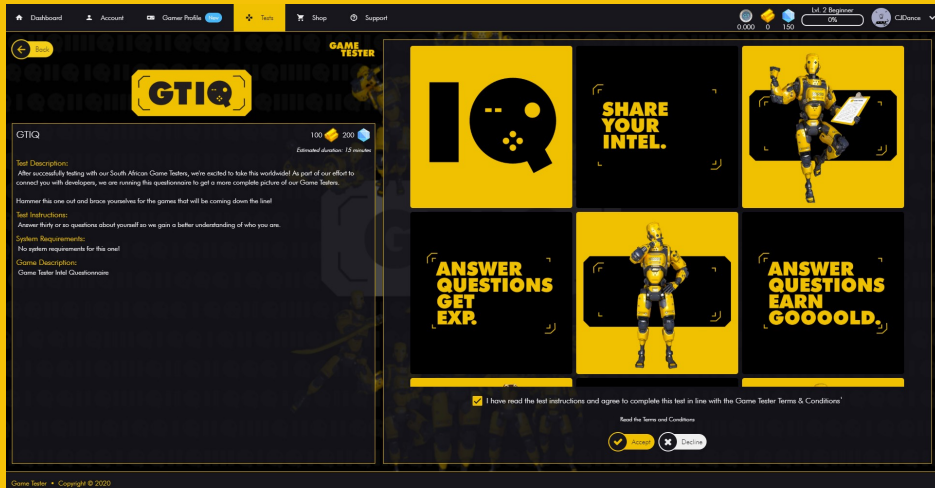
EXAMPLE USE CASE

WITHOUT API



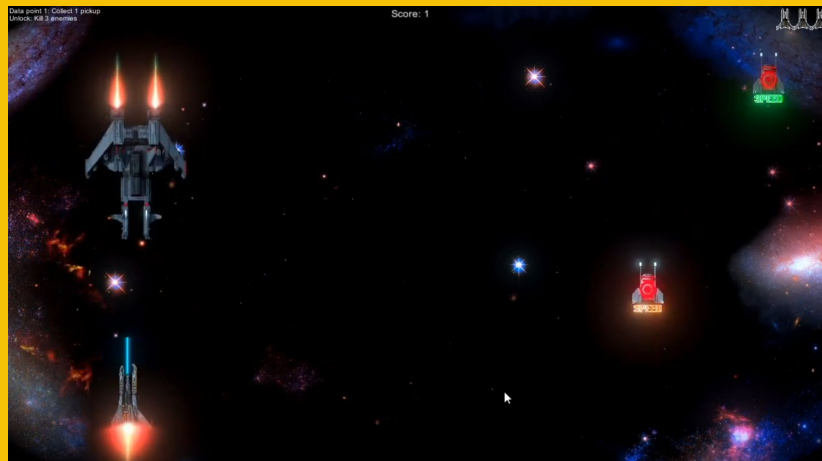
EXAMPLE USE CASE

WITHOUT API – Part 1



- ▶ Tester views the test description as normal and clicks accept.
- ▶ Tester is given instructions on how to access the game.
 - ▷ This can be provided as a link to download/install from, or
 - ▷ You can upload the game files to Game Tester and we provide testers with a download link.

- ▶ Tester then loads the game and begins the test as instructed.

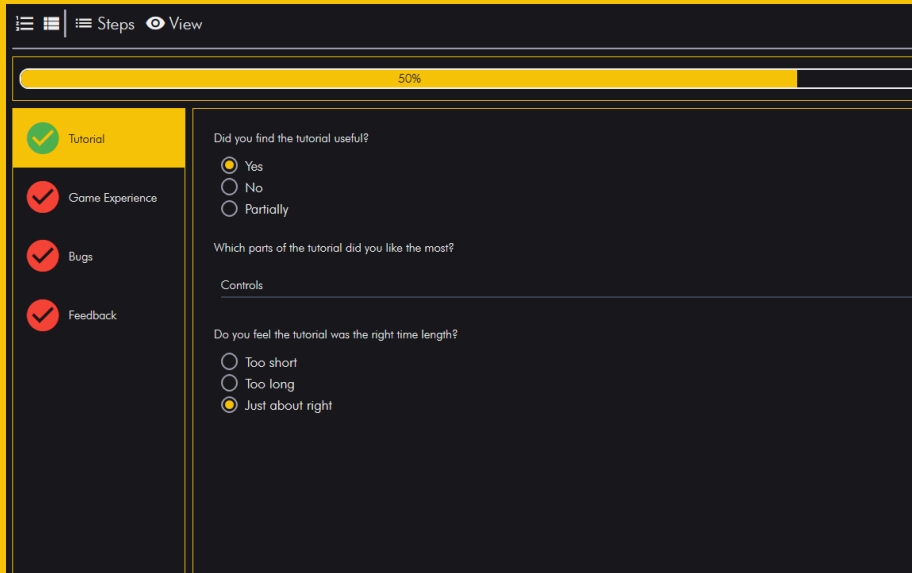


- ▶ Depending on the test time entered during test creation, the tester will not be able to start the questionnaire and claim their reward until this time has passed.
 - ▷ The primary reason for this is to remove any temptation to simply skip playing the game and go straight onto the questionnaire.



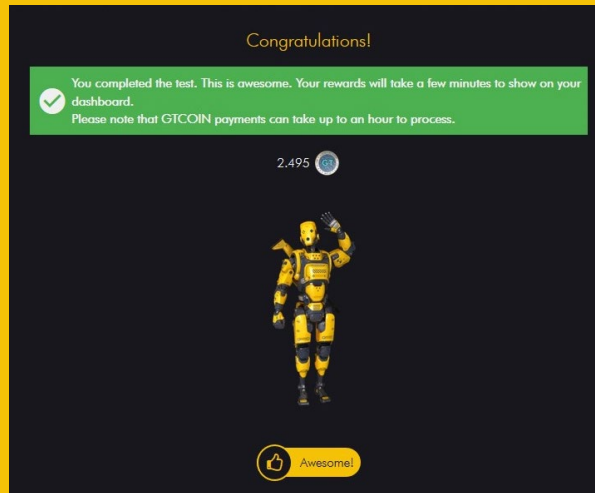
EXAMPLE USE CASE

WITHOUT API – Part 2



The screenshot shows a dark-themed user interface for a questionnaire. At the top, there's a progress bar labeled '50%'. On the left, a sidebar lists four categories: 'Tutorial' (with a green checkmark), 'Game Experience' (with a red checkmark), 'Bugs' (with a red checkmark), and 'Feedback' (with a red checkmark). The main content area contains three questions with radio button options:

- Question 1: "Did you find the tutorial useful?" with options "Yes" (selected), "No", and "Partially".
- Question 2: "Which parts of the tutorial did you like the most?" with a sub-label "Controls".
- Question 3: "Do you feel the tutorial was the right time length?" with options "Too short", "Too long", and "Just about right" (selected).



- ▶ After the test time has lapsed the tester will be notified the questionnaire is now available to complete.
- ▶ Tester completes questionnaire and receives their reward.
 - ▷ The questionnaire should include one qualifying question that proves they played the game. For example: What type of creature was the final boss?
 - ▷ **NOTE:** This is not fool-proof as some testers may genuinely forget, however without API implementation it's the best way to confirm genuine testers.
- ▶ Test reports will include the following data;
 - ▷ How many testers accepted/completed the test
 - ▷ How many testers failed the test (started but did not finish)
 - ▷ Questionnaire responses and total of each response
 - ▷ View demographic data of every user that completed the test
 - ▷ View demographic data of specific questionnaire responses



SETUP REQUIREMENTS

WITHOUT API – Part 3

1. Create account and add your studio branding
2. Create a game profile page
3. Create test, select 'Without API' and enter test details
4. View test summary page and check details
5. Click 'Submit for Approval'

YOU'RE DONE!

At this point, we check everything is setup correctly and approve the test (normally within 24 hours), ready for your test to start on the date entered. Then simply watch the results come in!



QUESTIONS?

CONTACT

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