

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 realistic network scenarios to test your game's performance under various conditions. Replicate complex network topologies and traffic patterns to identify potential bottlenecks and performance issues before deployment.

Post Deployment

Monitor network performance and user experience in real-time. Identify and address network-related issues quickly to ensure a smooth and enjoyable gaming experience for your customers.

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...

