

# STUDIO PRO

Track and analyse performance of your own portfolio or run competitor analysis.

Easily and quickly measure the performance of any application, with zero code changes required.



## SNAPSHOT

### For Android

A plug-and-play approach that allows anyone to test any Android device and game running version 4.1.2 and up.

Pro includes an Android application for wireless testing / focused Android profiling

### For iOS

Use the Desktop App on Windows, Linux, or OS X to get performance metrics from iOS 8 and up.

### Manual

Tests development and production builds on any app without code changes, allowing for in-depth competitor analysis.

## FEATURES

- Profile game performance in any build
- Detect if devices are consuming more memory than expected.
- Easy install, test, and report.
- Jira integration for raising tickets with engineering team directly from the GameBench web dashboard that include links directly to your session
- Web dashboard provides a single place to view all performance statistics
- Performance improvements highlighted
- Capture screenshots
- Markers (across game time and levels)
- Run multiple comparisons

## BENEFITS

### Specifically created to deliver:

- Competitive analysis
- Manual play tests
- Regression testing
- Feature and content testing
- Automated testing

### One comprehensive and integrated solution for all game performance metrics:

- Frame Rendering
- Memory Usage
- CPU Usage
- GPU Usage
- Network Usage
- Battery Usage

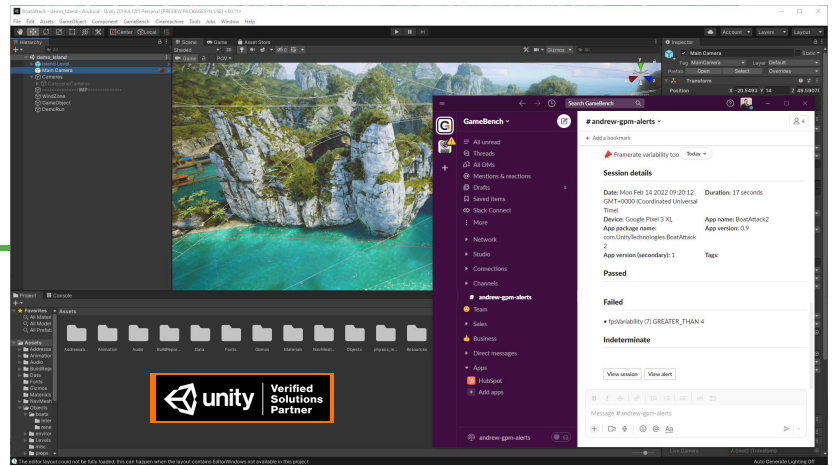
### Simple, intuitive and fast:

- Precisely locate, capture, and communicate performance issues.
- Understand, compare, and share (e.g. with marketing) performance both within and across games, platforms, networks, and devices.

# STUDIO SDK

Performance monitoring and alerts at every stage of production.

Every time your game is launched Studio SDK records in the background, providing alerts only when you need them.



## SNAPSHOT

### Monitor

Seamless performance monitoring in automation and manual testing.

### Alert

Alert thresholds specific to both game and player; via email or Slack notifications

### Analyze

Use time-series data, charts and graphs to isolate problem areas for profiling.

### A Unity package built around performant native libraries

(with support for more gaming platforms to come).

## FEATURES

- Spot regressions in memory usage
- Time-series metrics
- Automatic Unity Scene Detection
- Custom markers to delineate sections of gameplay
- Jira integration for raising tickets for directly from the GameBench web dashboard with links directly to your session
- Appium integration
- Alerts that directly link to problem sessions and markers
- Scrub through screenshots and logs
- Pull data through the API for further analysis and integration into BI systems

## BENEFITS

### Suitable for every test type and environment:

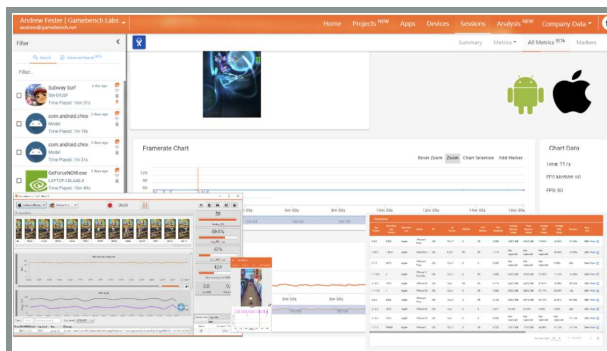
- Cloud device farms
- Remote office devices
- On-hand local devices
- Android and iOS

### Precise measurement for optimisation of every key metric:

- Frame rate
- CPU
- GPU
- Memory
- Network
- Power consumption

### Simple and rapid integration:

- Meaningful data groups out-of-the-box
- Segment performance data
- Implement custom behaviours for monitoring functions;
- User-determined and -controlled alert threshold options;
- Rapid, intuitive problem profiling and resolution



## UNIFIED WEB DASHBOARD

Store, visualise & compare test sessions from all GameBench tools

Quickly and precisely verify the performance of an upcoming release or a new build.

Minimise human error during performance analysis. Scalable performance testing that reduces verification time by 25%.

### Accelerate performance analysis:

- Each build or game release presented in a Pass/Fail view
- Visually correlate unstable FPS with GPU bottlenecks or increase CPU utilisation across the whole release
- Automatically identify issues

### Fast access and sharing of performance results:

- Focus on poor performance only; no need to analyse every session.
- Set custom performance success criteria
- Save each view

