# GameBench

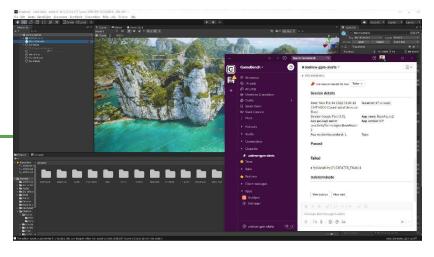
The Intelligence Behind Outstanding Performance

#### Pioneering performance management in gaming since 2013. Trusted by market leaders to deliver the metrics that matter.

# STUDIO

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

Automatically capture all key performance metrics; sync and visualise data on the Web Dashboard.

#### At Scale

Multiple testing sessions for rich, actionable analytics.

# BENEFITS

#### Monitor and scale across every test type and prerelease environment

- Android 4.12+ support
- iOS 8+ support
- Local and cloud device farms

## Simple and rapid integration

- Unity, native and all leading game engines
- Useable data groups out-of-the-box
- Implement custom behaviours for monitoring functions
- Pair integration with Web Dashboard for live performance alerts

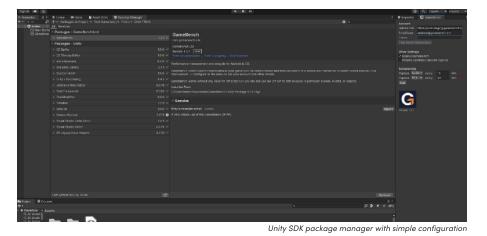
### Precise measurement for analysis of all key metrics

- Frame rate / CPU / GPU / Memory
- Network / Fluidity / Thermals / Launch time / Power
- Measure launch times and mark gameplay regions
- Control how and when each metric is recorded
- Custom markers delineate sections of gameplay

#### Expert user support via

- Dedicated Slack channel
- Email
- Video conference

5	<pre>#include "GameBench.h"</pre>
7	// This very simple example runs during static initialization, i.e. when
8	// the executable module containing this code gets loaded. If you need
9	// finer control over when GameBench is loaded and when it runs then
10	// please refer to the documentation.
11	
12	static void initGameBench(void) attribute ((constructor (101)));
13	static void initGameBench (void)
14	Ef.
15	auto gb = getGameBench();
16	
17	// Set your credentials
18	gb->setStringConfigItem("UploadUrl", < <ycur upload="" url="">&gt;);</ycur>
19	gb->setStringConfigItem("UploadEmail", < <your email="" registered="">&gt;);</your>
20	gb->setStringConfigItem("UploadToken", < <your hex="" token="">&gt;);</your>
21	
22	// Enable the automatic session. This means a session will automatically start
23	// when the app is foregrounded and that session will stop and be uploaded
24	// when the app moves into the background.
25	gb->setIntConfigItem("AutoSession", 1);
26	
27	// Set which metrics should be captured
28	<pre>gb-&gt;scheduleCapture(MetricType::FPS, 1);</pre>
29	<pre>gb-&gt;scheduleCapture(MetricType::CPU, 1);</pre>
30	<pre>gb-&gt;scheduleCapture(MetricType::GPU, 1);</pre>
31	<pre>gb-&gt;scheduleCapture(MetricType::NET, 1);</pre>
32	<pre>gb-&gt;scheduleCapture(MetricType::MEM, 1);</pre>
33	<pre>gb-&gt;scheduleCapture(MetrioType::POW, 5);</pre>
34	<pre>gb-&gt;scheduleCapture(MetricType::BAT, 5);</pre>
35	<pre>gb-&gt;scheduleCapture(MetricType::SS0, S);</pre>
36	
37	3
38	L



SDK Native Integration

gamebench.net



# STUDIO

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.



# 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%.

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] AC20					Session Fail	74 / 96	74/00	105/12	25/96		
	Rus   Nord	ð.			CPU.	*	~	*	4		
ANA-1					FPS	49	47	76	52		
ANA							34				
	roia (P40				GPU	59	61	63	00		
BAH-1 #1104					Memory	5	5	~	~		
	161 (4)										

Metric thresholds for rapid and confident release decisions

# **SNAPSHOT**

## **Insight Delivered**

Massive increase in quality and quantity of data points, comprehensively showing release or product health.

# **Device Tiering**

Identify and group mobile devices into performance tiers, based on realistic thresholds.

#### **Automation Impacts**

Persistent real-time monitoring with simultaneous, multi-device cloud-based testing.

# Optimize Acceptance Criteria

Balance optimum gamer experience on higher-end devices, with maximum market penetration.

BENEFITS	5
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# Centralise high volumes of test data for quality decision making

- Dive into time series data from any GameBench tool
- Rich comparative device performance analysis
- Set custom performance success criteria
- Visually correlate groups of metrics to target critical feedback
- Track key metrics across all data by week, month, release, or all time

# Accelerate performance analysis

- Create custom cards to focus on specific test cases
- Metric thresholds transform raw testing data into pass/ fail decision points
- Interrogate each release or build to target individual failures
- Spot performance regressions between builds and releases
- Version breakdown quickly identifies improvements or regressions
- Isolate failing sessions to speed up analysis and reporting
- Analyse single recordings with time series metrics and correlating screenshots

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	Label	Label Tin				
	C Level Start	Level Start				
	Q Performance degrada	nion	00020-0:00:30			
amerate Chart	Reset Zoom Zoon	n Chart Selection Add Marker	Chart Data Time: 1s FPS Median: 74			
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00:00:05 00:00:10	00:00:15 00:00:20	00:00:25 00	B			
		- App CPU Usage (%)				
emory Usage Chart	Reset Zoom Zoom	n Chart Selection Add Marker	Chart Data Time: 1s			

Time series metrics with markers

# Rapid access and sharing of performance results

- Custom cards to highlight and share test cases
- Jira integration informs development of detected problem sessions
- Automated cross-team failure alerts
- Clear time series data with screenshots and logs
- API integrates GameBench with existing dashboards
- Cloud, private cloud or on-premises

