

Case study: TransGaming and Apica



Background

TransGaming Inc. (TSX-V: TNG) is a leader in the development of unique software products that facilitate the deployment and distribution of games across multiple platforms. TransGaming has announced an on-demand gaming service called GameTreeTV that optimizes connected digital TVs and CE devices powered by Intel media processors. The GameTreeTV service will offer a broad library of games such as sports, action and adventure and provide content developers with a software development kit to support the migration of existing games and the development of new games based on the Intel CE platform.

Project

TransGaming, selected Apica LoadTest to validate that its cloud AWS based system can handle peak loads, identify application performance bottlenecks at each tier of the system and confirm the failover mechanisms during peak loads.

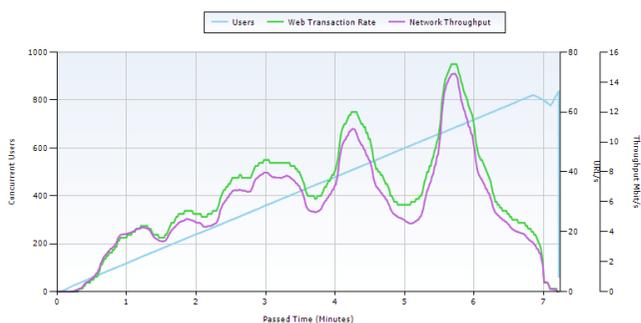
As TransGaming prepared the rollout of its new service with a top European broadband provider, its operations team moved to independently verify and test that its systems could handle the expected spike in television traffic levels.

“The Apica team worked closely with our engineering team to simulate a very complex set-top box environment. They not only provided incredible loads and quick results, but they also provided great insight on various configuration settings. During the test cycles, they became an embedded part of our team because of their commitment to seeing our results improve,” said Roberto Monge, Chief Architect, TransGaming Inc.

A summary of project goals included:

-  Validate that the system could handle peak loads
-  Expose concurrency issues not seen during regular QA testing
-  Identify application performance bottlenecks at each tier of the system and configure alerts and monitoring of Key Performance Indicators
-  Validate the failover mechanisms during peak loads
-  Define optimal machine sizing and establish elasticity rules for growing and shrinking cloud resources based on load and traffic patterns

Before



After

