gamedriver®

Extend the Limitations of Reality with Automation Testing

INCREASE CONSISTENCY

IMPROVE QUALITY

FASTER FEEDBACK

OPTIMIZE EFFORTS

Achieve consistency and repeatability between test runs

Improve time to market, test coverage, and overall quality

Improve communication and reduce lag between development and testing

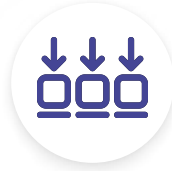Focus manual testing efforts on new user experiences, not revisiting past releases

Discover the boundless potential of **GameDriver**, a cutting-edge automated testing solution engineered to transform **VR** and **XR** development. Unleash your creativity and push the boundaries of immersive experiences, as GameDriver empowers industry professionals to build extraordinary and captivating virtual experiences.

Unity®

UNREAL ENGINE

GODOT Game engine

gamedriver®

Unleashing Innovation

Empower developers to focus on cutting-edge and imaginative aspects of game development

Enhancing Collaboration

Encourage cross-functional collaboration for a more unified final product

Q: Can GameDriver be integrated with other development tools and platforms?

A: GameDriver seamlessly integrates with various development tools, platforms, and hardware. This flexibility enables developers to adapt and scale their test automation strategy, ensuring a smooth and efficient testing process throughout the development lifecycle.

Q: Is GameDriver suitable for both small and large VR & XR development teams?

A: GameDriver is designed to cater to the needs of development teams of all sizes. Its scalable and adaptable nature allows it to effortlessly accommodate projects with varying levels of complexity and resources, making it an ideal solution for both small indie developers and large-scale studios.

Q: I've noticed that some of my testers experience vertigo during testing. Does GameDriver have any solutions for this issue?

A: GameDriver's simulated input feature is like a virtual test subject who's immune to vertigo and motion sickness. No more nausea or dizziness during testing, or putting the headset on for each and every test.