Solid Clouds enters into external tests with their latest game, Frontiers

Solid Clouds reached a major development milestone in December 2021 when a technical demo of Frontiers was hosted for 2.000 testers in Asia.

The purpose of the test was to measure the stability and performance of the Frontiers' server infrastructure, how the game runs on a variety of mobile devices, and to see how accessible the game was for new players.

The server infrastructure managed the load without major issues, the game runs well on a diverse range of devices and the team collected valuable information on User Interface functionality, how far new players were able to progress over the course of the test, and how intuitive they found the gameplay itself.

Early technical and user feedback like this is essential as it allows Solid Clouds to iterate on and optimize the production of the game as fast as possible. The next major development milestone is mid-year when the company plans to have its first release candidate (Minimal Viable Product) which will include key game features. This version will be tested to see if it meets the minimum KPI requirements (Key Performance Indicators) before marketing efforts can be scaled up.

"It was great to be able to test the game after only seven months of production and get valuable feedback from our players. We are very excited for the next steps in our development roadmap", says Stefan Gunnarsson, CEO of Solid Clouds.

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Attachments

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