

SUCCESS STORY

The GameDriver Effect

on Indie Development

The Mythic Protocol Journey



Background-

An ambitious leap into the Web3 gaming universe, Mythic Protocol combines rogue-like shooter dynamics with rich RPG elements. Developed by an indie studio navigating the complex waters of game development for the first time, the game is setting its sights on a future where each level is a new adventure.



Challenges Faced:

- Limited QA resources stretching the team thin.
- Procedurally-generated levels complicating manual testing.
- Multiplayer components demanding rigorous netcode and in-game testing.
- Development pace hindered by extensive hypercare testing periods.

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Metrics of Success Quantifying the GameDriver Impact



Ending Hypercare Dependence

The introduction of GameDriver marked the end of the strenuous 2-day hypercare cycles, liberating 20% more time for development. This significant shift allowed the indie studio to refocus efforts from testing to advancing game features and refining player experiences.

Automating the Unattainable

With GameDriver, the complex web of procedural level logic became not just testable, but easily validated. Automated testing transcended the capabilities of manual efforts, ensuring the game's integrity and enhancing the user experience without sacrificing development pace.



A Glimpse into the Future

Platforms & Possibilities

From Web to PC, with ambitions extending to Console post-launch, Mythic Protocol is on a trajectory to redefine the AARPG genre. Powered by Unity and embracing the potential of Web3, the game is poised for cross-platform success.

By tackling the unique challenges of an Indie studio head-on

GameDriver has not only accelerated the development cycle but also elevated the quality of the gaming experience to new heights.



Join the Automated Testing Revolution

Your Journey Begins Here

From Indie-AAA

It's time to test better