

# WHICH PROJECT APPROACH IS RIGHT FOR YOU?

**spriteCloud**  
test your software, not your reputation

## Project Based

Three days to months of testing

The full-blown testing framework that scopes out your expected deliverables, while being fully transparent on costs.



## QuickBurst

Four hours to two days of testing

QuickBurst is ideal for small apps and small one or two page campaigns. Or when there is a limited amount of configurations.



### Reputation. Meet spriteCloud

Find out today why startups, SMBs, enterprises, brands, digital agencies, e-commerce, and mobile clients turn to spriteCloud to help improve their customer experiences. And their reputation. With complete range of QA services, we provide a full service that includes test planning, functional testing, test automation, performance testing, consultancy, mobile testing, and security testing. We even have a test lab — open to all our clients to use — with a full range of devices and platforms. Discover today how our process can boost your reputation.

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# 4hrs to infinity



## OUR PROJECT PROCESS

[www.spritecloud.com](http://www.spritecloud.com)



# Project Process and QuickBurst



At spriteCloud, we treat everything as project.

It's a mindset that makes things happen. Logically. Step by step.

So you always know where you

We start each project by clearly defining the project deliverables, team structure, schedule and process: the project process typically describes the roles, practices, rules, and guidelines used to organise and control the flow of your test project.

The spriteCloud testing process is divided into three phases:

- 1. Pre test phase:** Define the scope, agree on key deliverables, and manage expectations through transparent budgeting and planning.
- 2. Test phase:** Execution, prioritisation, end of day reports.
- 3. Post test phase:** 360 degree review and feedback from all parties involved.

We start with a pre-test phase that includes, scope, budget and planning. Heck, most of us think we can skip this phase, we understand that, but without seeing the project's big picture, you can so easily lose that bird's eye view of what needs to be run, defined and clarified.

01

## PRE PHASE



### Scope

The first phase after you have contacted us is to define the scope. Our QA checklist, in combination with functional design, wireframe and design sketches, will help us define your requirements. And highlight the browsers, devices, configurations and countries in which you will operate.

### Budget proposal

Next we write a proposal that outlines the scope, timing and costs. This is a useful exercise as it offers a clear picture of what is possible, and not possible, in the time scale and within the proposed budget. When both parties are happy and have double-checked proposal against the QA checklist, we then ask for a sign off from the client and the project can begin with a clear overview of what is expected.

### Planning

We also create a detailed plan at this stage to manage everyone's expectations going forward. The planning is also very realistic and flexible and considers the expectation of the unexpected. If, for example, there is a flood of bugs on the first day, we can halt the process and re-plan accordingly.

## Who, what, why, when, where, how?

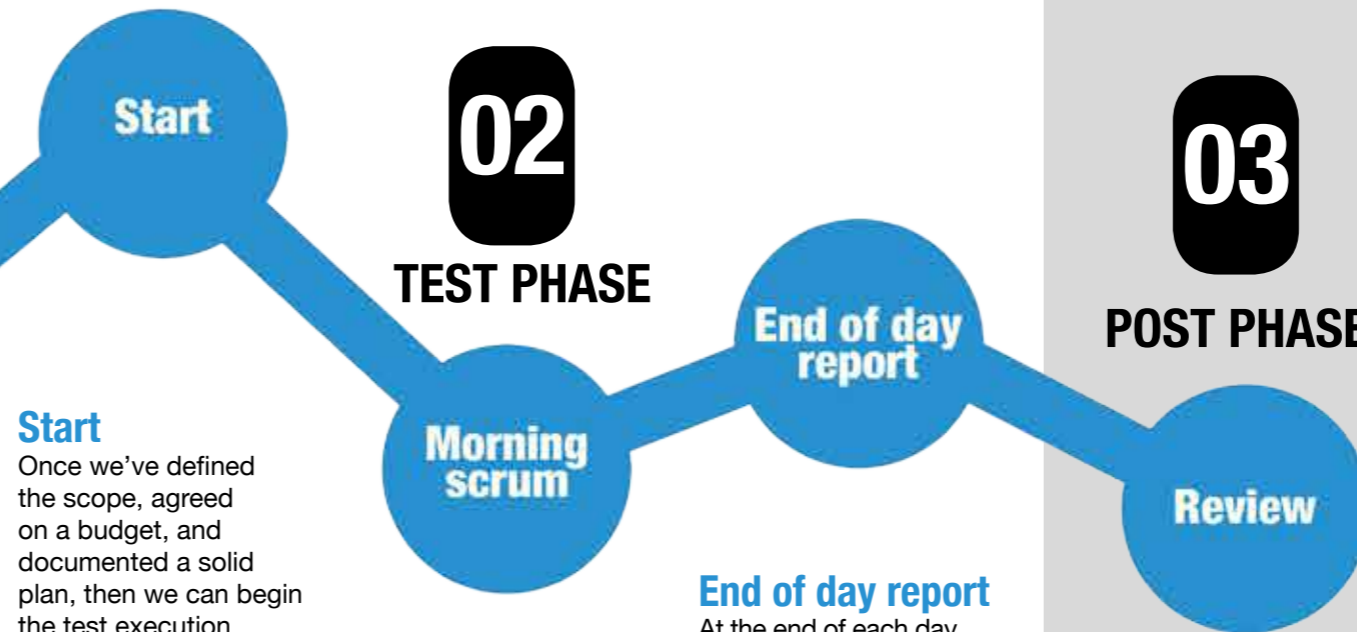
The spriteCloud testing process is a complete testing framework, not merely a simple checklist, that scopes out your expected deliverables, while being fully transparent on costs. The aim of the spriteCloud testing process is to help clients and teams involved to understand the who, what, why, when, where, and how of testing web applications.

## Get on the right track

Without the right test process in place you run the risk of being overpowered, overspending, or not getting the right issues resolved on time. Testing can so quickly get out of control, and you can easily become overwhelmed by the details and forget the bigger picture. It can happen, but it doesn't have to be like this. We help get you off to a roaring start, and on the right track, by turning it into a manageable spriteCloud test project.

02

## TEST PHASE



### Start

Once we've defined the scope, agreed on a budget, and documented a solid plan, then we can begin the test execution phase. With a complete range of QA services, we provide a full service that includes test planning, functional testing, test automation, performance testing, consultancy, mobile testing, and security testing. We also provide a test lab for all our clients to use, which has a full range of devices and platforms.

### Morning scrum

When both sides are happy with the planning and the scope we start the project, where everybody involved in the project is invited to a scrum call. Here the testers who will get to work on your project discuss in detail what they will do each day.

### End of day report

At the end of each day we write up an end of day report. This highlights what we've found, and what's completed and provides complete transparency each day about where we are on the project. As well as updating you daily on the progress of the testing, if there are high-priority blockers or critical issues we will report them straight away.

03

## POST PHASE

### 360 degree post project review

When the project is complete, we'll send you a highly detailed report on all our completed test activities. We also provide a post project review that provides a useful analysis for future test projects.



## QuickBurst

Achieve tangible results from 4 to 16 hours

### Which approach is right for me?

Testing services that last from three days to many months are best handled as a spriteCloud project. For this we provide a full-blown project approach (see left).

### 4 to 16 hours

QuickBurst is ideal for smaller test projects that don't require the big test guns of a full-blown project. Typically when you only need between four hours and two days of testing.

### Small campaigns and apps

We've noticed a sharp increase in requests for shorter test times, particularly for smaller campaign bursts and one-off apps. Or when there is a limited amount of configurations. QuickBurst is the ideal solution.

### Quick diagnostic

With QuickBurst, you use minimal effort and resources to test the most essential of the required features. Making it ideal for those looking for a quick diagnostic of their final product's integral quality.

### Quick win

QuickBurst provides a quick-win that will benefit both you and your customers by making sure your software can withstand the pressures of real world use.