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Quasu will offer testing automation platform to developers worldwide.

Vivid Games is starting with the new business line.

Quasu, that's the name of new subsidiary under Vivid Games control. It'll offer the access to the innovative testing automation platform to mobile games companies from around the world. First revenues are expected this year.



- We have an amazing opportunity to create a new link in the process of mobile games production. Thanks to high quality and lack of direct competitors - Quasu may become one of the leaders of those services in the world.- announces Remigiusz Kościelny, CEO of Vivid Games. - To ensure efficient functioning we decided to separate the target company, which will be responsible for further development and commercialization of Quasu technology. We expect first clients and revenues this year. - adds Kościelny.

Quasu it's an IT tool, which enter the test automation to the mobile games development process. The Platform enables many-sided tests for example in terms of performance, stability, localization and functional tests on iOS and Android devices in real time. The Product provides significant shortening of tests time with delivering much more advanced tests results comparing with traditional manual process.

- We're working on Quasu for 3 years. Technical quality of mobile games is more and more important for players and sales platform. Considering the rising level of games complexity and devices defragmentation, manual testing process is long, costly and inefficient. Quasu is the solution, offering the service unavailable for developers earlier. - highlights Artur Boniecki, who manages the Product. Primarily the system was dedicated to us and we use it in our

games. Currently Quasu is ready for sale in the license model. We're involved in first implementation. The Platform needs further development. Future plans cover preparing sale in SaaS model and adding new functionalities. We're looking for the external financing. Quasu can also count on one of R&D grants. - continues Boniecki.

Quasu is the second (after Publishing Programm) service from Vivid Games dedicated to external developers. But first based on innovative technology created in VG Studio.

- In the future we'll offer more highly specialist services for mobile games developers and publishers. That's the market, which we feel strong on. Quasu market itself that's several thousand of mobile games clients and producers. - highlights Kościelny.

About Vivid Games

Vivid Games with its global reach is one of the leading Polish mobile game developers. For over a decade Studio has been working on some amazing products including Real Boxing, the world's best mobile boxing franchise. Vivid Games has been recognized for our achievements as the "Best Indie Developer", "Best Polish Game of the Year", and with Apple's prestigious "Editors' Choice". Vivid Games S.A. is a public company listed on Warsaw Stock Exchange in Poland having offices in Bydgoszcz and Warsaw. More about Vivid Games on its website: www.vividgames.com

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