Case Study:
How a Mobile Gaming Company Maximized Security Coverage with Mayhem.

Learn how a mobile gaming company with millions of players needed application security that would support their global scale.

The Challenge

Needed to be able to test the security of their APIs quickly and effectively.

Needed to mitigate risk from third party libraries and components.

Wanted a unified solution for third party components, proprietary code, and API security.

How can you relate?

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Mayhem
by ForAllSecure

The Problem

This gaming company provides developers and gamers alike with millions of gaming options online. Players can connect with people online to play games, dress their avatars, join events, and more. Players can also create their own games on the platform.

Mayhem can identify both known and unknown CVEs in binary code by analyzing how the code behaves under different input conditions. By providing a range of inputs to the binary, Mayhem can identify abnormal or unexpected behavior that may be indicative of a security vulnerability.

This client needed to code security and API security. Mayhem provides testing for both. As they allow third parties to use their platform and add their own code, the company wanted to make sure they were covered from both sides.

The Solution

Our gaming client has implemented Mayhem in both their APIs and in their binary code, which allows them to test both quickly, efficiently, and with zero false positives. This allows them to focus more on shipping safer products for their developers and customers instead of running tons of manual tests.

Mayhem allows their developers to get back back to doing what they do best, crafting compelling experiences for millions of players worldwide.

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Mayhem finds things that engineers cannot see and helps us find vulnerabilities before the hackers do

- Senior Technical Director

Maximize Code Coverage in Minutes

Mayhem is an award-winning AI that autonomously finds new exploitable bugs and improves your test suites.

Get Mayhem

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