

No	DESCRIPTION	OK / NOK	REMARK
1. DEVICE SPECIFIC CHECKS			
1.1	Can the app be installed on the device.	N / A	
1.2	Does the app behave as designed/desired if there is an incoming call?	N / A	
1.3	Does the app behave as designed/desired if there is an incoming SMS?	N / A	
1.4	Does the app behave as designed/desired if the charge is connected?	N / A	
1.5	Does the app behave as designed/desired if the charger is disconnected?	N / A	
1.6	Does the app behave as designed/desired if the device is tilted ?	N / A	
1.7	Does the app behave as designed/desired if the device is shaken?	N / A	
1.8	Does the app behave as designed/desired if a local message is coming from another app (think of: calendar reminders, to-do task etc.)?	N / A	
1.9	Does the app behave as designed/desired if a push message is coming from another app (think of: twitter mentions, Viber message...)?	N / A	
1.10	Verify that buttons or keys which have no defined function have no unexpected behaviour on the app when activating?	N / A	
1.11	In case there's a true "back" button available on the device does the "back" button take the user to the previous screen?	N / A	
1.12	In case there's a true "back" button available on the device does the "back" button take the user to the previous screen?	N / A	
1.13	In case there's a true "menu" button available on the device, does the menu button show the app's menu?	N / A	

1.14	In case there's a true "home" button available on the device, does the homebutton get the user back to the home screenof the device?	N / A	
1.15	In case there's a true "search" button available on the device, does this get theuser to some form of search within the app?	N / A	
1.16	Does the app behave as designed/desired if the "Battery low" message is pushed	N / A	
1.17	Verify that buttons or keys which have no defined function have no unexpectedbehaviour on the app when activating?	N / A	
1.18	Does the app behave as designed/desired if the device is in airplane mode?	N / A	
1.19	Can the app be de-installed from the device?	N / A	
1.20	Does the application function as expectedafter re-installation?	N / A	
1.21	Can the app be found in the app store?(Check after go-live)	N / A	
1.22	Can the app be found in the app store?(Check after go-live)	N / A	
2. NETWORK SPECIFIC CHECKS			
2.1	Does the app behave according tospecification if connected to the internetthrough Wi-Fi?	N / A	
2.2	Does the app behave according tospecification if connected to the internetthrough 3G?	N / A	
2.3	Does the app behave according tospecification if connected to the internetthrough 2G?	N / A	
2.4	Does the app behave according tospecification of the app is out of networkreach?	N / A	
2.5	Does the app behave according tospecification of the app is out of networkreach?	N / A	
2.6	What happens if the app switches betweennetworks (Wi-Fi, 3G, 2G).	N / A	
3. APP SPECIFIC CHECKS			

3.1	Has the app been tested on different type of devices and different versions of OS?	N / A	
3.2	Stability check: if the app has a list (for instance of pictures) in it, try scrolling through it at high speed	N / A	
3.3	Is downloading of the app prevented in case it's bigger than the OS allows downloading when connected to cellular networks.	N / A	
3.4	Integration: does the app connect correctly to the different social networks (LinkedIn, Twitter, FaceBook...).	N / A	
3.5	The app does not interfere with other apps when in background/multitasking mode (using GPS, playing music...).	N / A	
3.6	Verify most common gestures used to control the app.	N / A	
3.7	What happens if you select different options at the same time (undesired multitouch, for example – select two contacts from the phone book at the same time).	N / A	
3.8	Does the app limit or clean the amount of cached data	N / A	
4. APP USER INTERFACE CHECKS			
4.1	Make it possible for users to go back to a previous screen for instance by adding a back or cancel button	N / A	
4.2	Use at most one action on the screen that is highlighted as the most likely for the user.	N / A	
4.3	If there is a long list of data to scroll through, provide a search option above the list.	N / A	
4.4	If performance is slow, indicate a progress status icon (“Loading...”), preferably with specific message.	N / A	
4.5	The appearance of buttons that perform standard actions are not altered in the app (for instance: refresh, organize, trash, Reply, back...)	N / A	

4.6	The app should respond to all changes in device orientation, as per the design.	N / A	
4.7	If the app is stopped at an unexpected time, user data should be saved locally and available at start-up.	N / A	
4.8	Users should be warned of the consequences of deleting a document.	N / A	
4.9	Keyboard adjusts to expected input (for instance numbers/letters when expected).	N / A	
5. STORE SPECIFIC CHECKS			
5.1	The app should not access information on The app should not access information on.	N / A	
5.2	The app can only get new functionality by way of an upgrade through the app store.	N / A	
5.3	After download, an app should remain working. An app cannot turn off after a few days.	N / A	
5.4	An app can't be a "trail", "beta", "demo" or "test" version.	N / A	
5.5	You cannot mention other app platforms in your app (for instance: "Also available on Android").	N / A	
5.6	The app must have some functionality. For instance, it can't be just a title page leading to some text. It can't be just a song, movie or book as there are different platforms for that.	N / A	
5.7	Functionality should be in sync with functionality described in store.	N / A	
5.8	The app has to be honest. This means that the description of the app has to be correct, and all functionality has to work as described. The app icons should be consistent and appropriate.	N / A	
5.9	An app cannot send spam or introduce viruses, or use other Apple platforms like Game Center and Push Notifications to do so.	N / A	
5.10	An app cannot use location services of the device without asking permission.	N / A	

5.11	The app can't use the user's location without permission.	N / A	
5.12	An app cannot use push notifications without user consent.	N / A	
5.13	The App may not distribute any private information of users (like Player ID) through the game center.	N / A	