

<b>Name:</b>	Ali
<b>Age:</b>	21
<b>Gender:</b>	male
<b>Country:</b>	Germany
<b>Smartphone and Android Version:</b>	Samsung Galaxy Note 2, Android 4.4.2

**noRPG**

Usability Evaluation - NoRPG						
Goal	Description	Valuation				
		--	-	0	+	++
Startscreen (Logged Out User)						
Log-In	1. Enter login data (Username: usabilityExpert, Password: norpg) 2. Click Log-In Button					x
Change Settings	1. Click Settings Button in the lower left corner Turn music off/on				x	
Register	1. Click Register Button in the center of the screen				x	
Register						
Create new Account	1. Fill in the form until Account is created				x	
Cancel Registration	1. Click Cancel Button in the upper right corner				x	
Startscreen (Logged In User)						
Log-In	1. Click Log-In Button in the center of the screen					x
Log-Out	1. Click Log-Out Text					x
Change Settings	1. Click Settings Button in the lower left corner Turn music off/on				x	
Ingame User Interface						
Overview	Just have a look at the User Interface				x	
Move Character	1. Use Joystick in the lower left corner to move character around the world					x
Start Interaction	1. Go to a Non-Player Charater 2. User Interaction Button "A" in the lower right corner to start interaction 3. Navigate through interaction with "A" and "B"				x	
Open Map	1. Click on the mini map in the upper right corner					x
Open Menu	1. Click Button on the upper left corner				x	
View Games	1. Open Menu 2. Use Button "View Games" 3. Open played game		x			
View Progress	1. Open Menu 2. Use Button "View Progress" 3. View player progress	x				
View Achievments	1. Open Menu 2. Use Button "View Achievements" 3. View player achievements			x		
Change Settings	1. Open Menu 2. Use Button "Settings" 3. Change Quality Settings and/or Music Settings					x
Log-Out	1. Open Menu 2. Use Button "Log Out"					x
Any suggestions?						
Settings in Startscreen didn't close automatically after clicking somewhere else. View Prograss was empty! Gamelist just a list of Buttons - no information about the game. Achievements looks fine - but no animation!						