Appendix 01. Black Box

Table 2

			Result			
	Result					
N	Input	Desired	Asus	Samsun	Bluestac	
0	mput	Output	46KC			
				g A20	k	
		-	M	A20		
1	Click on	Starting				
	start	the game				
2	Press on	Showing	Ata-			
	ESC					
. seciel	button	menu				
3	Press on		AN			
P	ESC	Closing				
A	button	menu			No.	
2	again	1891	el)		7/	
5	Click on	14		11.75		
4	997	Showing	100			
	preferenc	preferenc	4			
	es on	es window	7Y)		Ser.	
	me <mark>nu</mark>		12			
5	Drag	Reducing		18		
	volume	the	4.0			
1	left	volume	-			
6	Drag	Increasing	NAME OF TAXABLE PARTY.			
	volume	the				
	right	volume				
7	Click on	The game				
	Full	switch to				
	screen	full screen				
8	Click on	The Game				
	window	turn off				
		full screen				

9	Drag Text	Reduce			
	Speed left	dialog			
		speed			
10	Drag Text	Increase			
	Speed	dialog			
	Right	speed			
11	Right	Showing			
	click	Save			
	during the	Menu			
	game play		Ma		
12	Click	Showing			
	menu	Save	, 1		
	during the	Menu	W		
	gameplay	-(IAI)			
13	Click on	Showing	A.	6	77
3	Load	Load	98	17	11
	N/I	Menu	1/2		1
14	Click on	Exiting			
	quit	the game			Self Co.
	(Disabled		W		
	in				
	Android)		4.0		
15	Click on	Return to			
3000	return	main	NAME OF THE PARTY OF		
		menu			

Appendix 02. Questioner

NO	Questions	1	2	3	4	5
Game Us	sability					
GU1	Audio and Video supported					
	the game					
GU2	Pleasant UI					
GU3	Appropriate Platform					
GU4	Clear Menu		100			
GU5	Players understood the terminology	000			The second	
GU6	Consistent, logical and minimalist Navigation					
GU7	Consistent and Standard Control Button		1	STATE OF		
GU8	Game's control are easy to understand	2	and the second	,		
GU9	Game Feedback	No.				
GU10	There is no major bugs causing errors					
GU11	Players do not need to memorize unimportant things					
GU12	The games are equipped with clues					
Game M	obility					

GM1	Fast Boot					
GM2	Environmental Friendly					
GM3	The game is capable of handling interruption (Incoming Cell photo etc.)					
Game Pla	(Incoming Call, chats etc).					
GP1	Clear Quest					
GP2	Players are capable of reviewing progress	No.				
GP3	In-Game Achievements					
GP4	User Control	0			Control of the Contro	
GP5	Challenges, strategy and speed are balance					
GP6	First Impression		K	STATE OF THE PARTY		
GP7	Storyline			ļ		
GP8	No repeated quests	The state of the s	9			
GP9	Players are able to express themself	4				
GP10	Different Gameplay experience					
GP11	The game is not stagnant					
GP12	Consistent gameplay					
GP13	The game are capable of branching its own menu					

GP14	There is no mistakes during			
	gameplay			

