

<b>Name of the App:</b> (Quarterquest) Altstadt von Lübeck												
<b>URL:</b> <a href="https://itunes.apple.com/de/app/quarterquest-lubeck-altstadt/id887801681?l=en&amp;mt=8">https://itunes.apple.com/de/app/quarterquest-lubeck-altstadt/id887801681?l=en&amp;mt=8</a>												
<b>Mark with X which features you can find in the App</b>												
Map	Map GPS	Map Static	A R	Photos	Articles	Share	Audio	Video	Nearby	Links	Tours	Games
X	X			X	X	X				X	X	X
<b>Describe the content structure of the app:</b> <ul style="list-style-type: none"> <li>- Land page with two sections the instructions for the tour and the rules for the game</li> <li>- 13 stations with a map , a section info, photo and a question with 4 possible answers</li> <li>- If the question is respond correctly , a new section whith a explanation appears, there is also a tipp for help with the answers.</li> <li>- After complete all stations there is a section with share buttons, score, a map, and info.</li> </ul>												
<b>Opinion: Which features would you use in your prototype App, and why?</b> <p>I really like the quiz and reward section because it would turn the tour more interesting, specially if the app is for teenegers it would be a motivating game for colect data but it must be necessary the implementation of a new design concept specially the digital rewards of the game, which is I think the key part of this kind of games .</p>												