Devices Target
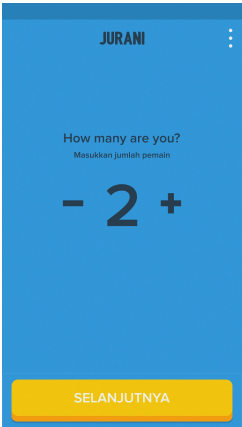
Product	OS Version	Code Name	Display Type	Display Size	Density	CPU	Memory Size (Internal)
Sony Xperia ST23i	4.0.4	Ice Cream Sandwich	TFT, capacitive touchscreen, 16M colors	320 x 480 pixels	3.5 inches (~165 ppi pixel density)	800 MHz Cortex-A5	4 GB (2.2 GB user available), 512 MB RAM
Sony Xperia Z3 D6653	6.0	Marshmallow	TFT, capacitive touchscreen, 16M colors	1920 x 1080 pixels	5.2 inches (~442 ppi pixel density)	Quad-core 2.5 GHz Krait 400	16 GB, 3 GB of RAM
Samsung GT-N8000	4.4.2	KitKat	TFT, capacitive touchscreen, 16M colors	800 x 1280 pixels	10.1 inches (~149 ppi pixel density)	Quad-core 1.4 GHz Cortex-A9	16 GB, 2 GB of RAM

Device Test Scenario

Test Scenario: Peninjauan Halaman *Splash*

Input (Step to produce test)	Output (Expected Results)
Membuka aplikasi Jurani	

Element	Color Palette	Position
Background	#3498db	-
Icon	-	Tengah

Test Scenario: Peninjauan Halaman Pemasukan Jumlah Pemain

Input (Step to produce test)	Output (Expected Results)
1. Membuka aplikasi Jurani 2. Melewati *splash screen*	

Element	Color Palette	Position
Style Bar	#2980b9	-
Header Jurani	#2c3e50	Atas, Tengah
Font Keterangan Jumlah Pemain	#2c3e50	Tengah
Button Selanjutnya (Normal)	#f1c40f	Bawah, Tengah
Font Selanjutnya (Normal)	#ecf0f1	Bawah, Tengah
Button Selanjutnya (Pressed)	#f39c12	Bawah, Tengah
Font Selanjutnya	#d35400	Bawah, Tengah
Button Menu	#ecf0f1	Atas, Kanan

Test Scenario: Peninjauan Halaman Pemasukan Nama Pemain

Input (Step to produce test)	Output (Expected Results)
1. Membuka aplikasi Jurani 2. Melewati *splash screen* 3. Memasukkan jumlah pemain	

Element	Color Palette	Position
Style Bar	#2980b9	-
Header Jurani	#2c3e50	Atas, Tengah
Keterangan Inputan Nama Pemain	#2c3e50	Tengah
Button Selanjutnya (Normal)	#f1c40f	Bawah, Tengah
Button Selanjutnya (Pressed)	#f39c12	Bawah, Tengah
Button Menu	#ecf0f1	Atas, Kanan