

DAFTAR TABEL

Tabel 1 Konsep dan keterangan <i>game</i>	5
Tabel 2 Pengujian 1	8
Tabel 3 Pengujian 2	8
Tabel 1.1 <i>Review Jurnal</i>	12
Tabel 2.1 <i>Testing</i>	30
Tabel 2.2 Pengujian	30
Tabel 5.1 <i>Black Box Testing</i> Buka Aplikasi <i>Game</i>	44
Tabel 5.2 <i>Black Box Testing</i> Memilih Menu <i>Start</i>	44
Tabel 5.3 <i>Black Box Testing</i> Menekan <i>Button</i> Navigasi	44
Tabel 5.4 <i>Black Box Testing</i> <i>Entry Point</i> Otomatis	44
Tabel 5.5 <i>Black Box Testing</i> Menekan <i>Button</i> Diorama.....	45
Tabel 5.6 <i>Black Box Testing</i> <i>Trigger</i> Percakapan	45
Tabel 5.7 <i>Black Box Testing</i> <i>Button next</i> percakapan.....	45
Tabel 5.8 <i>Black Box Testing</i> <i>Trigger</i> Kuis.....	45
Tabel 5.9 <i>Black Box Testing</i> <i>Button</i> Jawaban Kuis Pertama.....	46
Tabel 5.10 <i>Black Box Testing</i> <i>Button</i> jawaban kuis kedua.....	46
Tabel 5.11 <i>Black Box Testing</i> Memilih Menu <i>Credit</i>	46
Tabel 5.12 <i>Black Box Testing</i> Memilih Menu <i>Back to Menu</i>	46
Tabel 5.13 <i>Black Box Testing</i> Memilih Menu <i>Exit</i>	47
Tabel 6.1 <i>Black Box Testing</i> Buka Aplikasi <i>Game</i>	48
Tabel 6.2 <i>Black Box Testing</i> Memilih Menu <i>Start</i>	48

Tabel 6.3 <i>Black Box Testing</i> Menekan <i>Button Navigasi</i>.....	49
Tabel 6.4 <i>Black Box Testing</i> <i>Entry Point</i> Otomatis	49
Tabel 6.5 <i>Black Box Testing</i> Menekan <i>Button Diorama</i>.....	49
Tabel 6.6 <i>Black Box Testing</i> <i>Trigger Percakapan</i>	49
Tabel 6.7 <i>Black Box Testing</i> <i>Button Next</i> <i>Percakapan</i>.....	50
Tabel 6.8 <i>Black Box Testing</i> <i>Trigger Kuis</i>.....	50
Tabel 6.9 <i>Black Box Testing</i> <i>Button Jawaban Kuis Pertama</i>	50
Tabel 6.10 <i>Black Box Testing</i> <i>Button Jawaban Kuis Kedua</i>	51
Tabel 6.11 <i>Black Box Testing</i> Memilih Menu <i>Credit</i>.....	51
Tabel 6.12 <i>Black Box Testing</i> Memilih Menu <i>Back to Menu</i>	51
Tabel 6.13 <i>Black Box Testing</i> Memilih Menu <i>Exit</i>.....	51

