

## DAFTAR ISI

<b>LEMBAR PERSETUJUAN</b>	
<b>LEMBAR PENGESAHAN</b>	
<b>PERNYATAAN KARYA SENDIRI</b>	
<b>LEMBAR PERSEMBAHAN</b>	
<b>ABSTRAK .....</b>	<b>i</b>
<b>ABSTRACT .....</b>	<b>ii</b>
<b>KATA PENGANTAR.....</b>	<b>iii</b>
<b>DAFTAR ISI.....</b>	<b>v</b>
<b>DAFTAR GAMBAR.....</b>	<b>viii</b>
<b>DAFTAR TABEL .....</b>	<b>ix</b>
<b>BAB I PENDAHULUAN .....</b>	<b>1</b>
<b>1.1 Latar Belakang .....</b>	<b>1</b>
<b>1.2 Perumusan Masalah .....</b>	<b>2</b>
<b>1.3 Tujuan dan Manfaat.....</b>	<b>3</b>
<b>1.4 Batasan Masalah .....</b>	<b>3</b>
<b>1.5 Metodologi Penelitian .....</b>	<b>4</b>
<b>1.6 Kerangka Pemikiran.....</b>	<b>5</b>
<b>1.7 Sistematika Penulisan .....</b>	<b>6</b>
<b>BAB II KAJIAN LITERATUR .....</b>	<b>7</b>
<b>2.1 Tinjauan Pustaka .....</b>	<b>7</b>
<b>2.2 Landasan Teori .....</b>	<b>10</b>
2.2.1 <i>Game</i> .....	10
2.2.2 <i>Hack and Slash</i> .....	10
2.2.3 <i>Unity Game Engine</i> .....	11
2.2.4 Bahasa Pemrograman C#.....	11
2.2.5 <i>Drunkard's Walk</i> .....	11
2.2.6 <i>Flowchart</i> .....	12
2.2.7 <i>Unified Modelling Language</i> .....	13
2.2.8 <i>Black Box Testing</i> .....	17
<b>BAB III METODOLOGI PENELITIAN .....</b>	<b>18</b>
<b>3.1 Pengembangan Konsep (<i>Conceptual Development</i>) .....</b>	<b>18</b>
3.1.1 Analisis Kebutuhan Perangkat Lunak .....	19

3.1.1	Analisis Kebutuhan Perangkat Keras .....	19
<b>3.2</b>	<b>Desain (<i>Design</i>) .....</b>	<b>19</b>
3.2.1	Perancangan <i>Game Object</i> .....	19
3.2.2	Perancangan <i>Dungeon Generator Drunkard's Walk</i> .....	22
3.2.3	Pemodelan Sistem .....	25
3.2.4	Perancangan <i>Interface</i> .....	36
<b>BAB IV</b>	<b>HASIL DAN PEMBAHASAN .....</b>	<b>39</b>
<b>4.1</b>	<b>Implementasi (<i>Implementation</i>) .....</b>	<b>39</b>
4.1.1	Implementasi <i>Software</i> .....	39
4.1.2	Implementasi <i>Hardware</i> .....	39
4.1.3	Implementasi <i>Interface</i> .....	39
<b>4.2</b>	<b>Pengujian (<i>Testing</i>) .....</b>	<b>42</b>
4.2.1	Pengujian Algoritma <i>Drunkard's Walk</i> .....	42
4.2.2	Pengujian Fungsionalitas <i>Black Box</i> .....	54
4.3	Penyebaran ( <i>Deployment</i> ).....	57
<b>BAB V</b>	<b>SIMPULAN DAN SARAN.....</b>	<b>58</b>
<b>5.1</b>	<b>Kesimpulan .....</b>	<b>58</b>
<b>5.2</b>	<b>Saran .....</b>	<b>59</b>
<b>DAFTAR PUSTAKA .....</b>		<b>60</b>
<b>LAMPIRAN.....</b>		<b>62</b>
<b>1.</b>	<b>Gambaran Luas.....</b>	<b>62</b>
1.1.	Judul Game .....	62
1.2.	Pitch.....	62
1.3.	Konsep.....	62
<b>2.</b>	<b><i>Gameplay</i> dan Mekanik .....</b>	<b>63</b>
2.1.	Core Loop.....	63
2.2.	Core Mechanics .....	63
2.3.	Tujuan.....	63
2.4.	Physics.....	63
2.4.1.	Pergerakan.....	63
2.5.	Objek Utama.....	64
2.5.1.	Spawn Point.....	64
2.5.2.	Dungeon Ladder.....	64
2.5.3.	Key .....	64
2.5.4.	Flask .....	64

2.6.	Objek Dekoratif.....	64
2.6.1.	Stone.....	64
2.6.2.	Bones.....	64
2.6.3.	Torch.....	65
2.7.	Aksi.....	65
2.7.1.	Pertarungan.....	65
2.7.2.	interaksi terhadap objek.....	65
<b>3.</b>	<b>Game Setting .....</b>	<b>66</b>
3.1.	Lokasi – <i>Endless Dungeon</i> .....	66
	Deskripsi Umum.....	66
	Ketentuan Spawning.....	66
3.2.	Karakter .....	67
3.2.1.	Player.....	67
3.2.2.	Skeleton.....	67
3.2.3.	Skull .....	68
<b>4.</b>	<b>Assets .....</b>	<b>69</b>
4.1.	Sprite.....	69
4.2.	Sound Effects.....	69
4.3.	Musik.....	69
<b>5.</b>	<b>Wireframe.....</b>	<b>70</b>
5.1.	Menu Utama .....	70
5.2.	Pengaturan .....	71
5.3.	Gameplay.....	72
5.4.	Gameplay – Paused .....	73
5.5.	Gameplay – Game Over .....	73