

DAFTAR PUSTAKA

- [1] F. Fauzhan, E. Alvian, A. Septian, and A. Nurulfatmi, "ANALISIS ELEMEN VISUAL GAME 'PAMALI' DENGAN MENGGUNAKAN PENDEKATAN TEORI MIMESIS PLATO," *J. Kreasi Seni dan Budaya*, vol. 2, no. 02, pp. 89–95, 2020.
- [2] David, "Perancangan Game Mobile Android Bergenre Horror," *Cogito Smart J.*, vol. 2, no. 2, pp. 167–179, 2016.
- [3] F. Marzian and M. Qamal, "Game RPG ' The Royal Sword ' Berbasis Desktop Dengan Menggunakan Metode Finite State Machine (FSM)," *Sist. Inf.*, pp. 61–96, 2017.
- [4] M. Dikri Robinsyah, E. Muhammad Adams Jonemaro, and T. Afirianto, "Implementasi Real-Time Dynamics Lighting dan Soft Shadow pada Lingkungan Game 2-Dimensi (Studi Kasus Game Wipe-It-Off)," *J. Pengemb. Teknol. Inf. dan Ilmu Komput. Univ. Brawijaya*, vol. 2, no. 12, pp. 6370–6377, 2018.
- [5] N. Ramsari and G. Ramadhan, "Pembuatan Game Side Scrolling 2D the Naila ' S Survival Berbasis Android," *J. FIKI*, vol. VIII, no. 2, pp. 67–80, 2018.
- [6] E. Masfufah, M. G. Rohman, and P. Hadi Susiolo, "Aplikasi Game Petualangan Si Kancil Berbasis Android," *Jouticla*, vol. 3, no. 2, pp. 57–66, 2017.
- [7] S. Sutariyani, W. Wendanto, and M. Nur Ali, "Aplikasi Game 2D Petualangan Bre Skater Boy Berbasis Android," *Go Infotech J. Ilm. STMIK AUB*, vol. 25, no. 1, p. 29, 2019.
- [8] G. Sastrawangsa, I. G. Harsemadi, and M. U. Surya, "Mobile Game 2d Side Scrolling Swarnangkara si Penjaga Hutan," *Stmik Amikom*

Yogyakarta, vol. 5, no. 1, pp. 25–30, 2017.

- [9] A. C. Hanggoro, R. Kridalukmana, and K. T. Martono, “Pembuatan Aplikasi Permainan ‘Jakarta Bersih’ Berbasis Unity,” *J. Teknol. dan Sist. Komput.*, vol. 3, no. 4, pp. 503–511, 2015.
- [10] A. Bastian and A. Yusuf Budiman, “Implementasi Piranti Jaringan Repeater Eco Village Menggunakan Model Prototype Dan Konsep Green Computing,” *J. Ilm. Teknol. Inf. Terap.*, vol. III, no. 3, pp. 233–240, 2017.
- [11] R. A.S and M. Shalahuddin, *Rekayasa Perangkat Lunak (Terstruktur dan Berorientasi Objek)*, Revisi. Bandung, 2018.
- [12] M. T. Prihandoyo, “Unified Modeling Language (UML) Model Untuk Pengembangan Sistem Informasi Akademik Berbasis Web,” *J. Inform. J. Pengemb. IT*, vol. 3, no. 1, pp. 126–129, 2018.
- [13] M. L. Sagala, E. M. A. Jonemaro, and W. S. Wardhono, “Pengembangan Game Platformer 2D Menggunakan Teknik Projection Mapping,” *J. Pengemb. Teknol. Inf. dan Ilmu Komput. Univ. Brawijaya*, vol. 1, no. 11, pp. 1160–1168, 2017.
- [14] Y. Aprilinda and F. Ariani, “Aplikasi Tuner Gitar Berbasis Android Untuk Membantu Dalam Bermain Dan Menyetel Gitar,” *Explor. J. Sist. Inf. dan Telemat.*, vol. 6, no. 2, pp. 47–63, 2016.
- [15] H. Kusniyati and N. Saputra Pangondian Sitanggang, “Aplikasi Edukasi Budaya Toba Samosir Berbasis Android,” *J. Tek. Inform.*, vol. 9, no. 1, pp. 9–18, 2016.
- [16] C. Nugroho and P. D. A. Pamungkas, “Sistem Informasi Employee Self Services Departemen Hrd-Ga Pada Pt Century Batteries Indonesia Jakarta,” vol. 3, no. 1, pp. 235–241, 2017.
- [17] N. Juliana, “Desain Mode Motif Jala Ikan Menggunakan Aplikasi Photoshop,” *J. Pengabd. Kpd. Masy.*, vol. 23, no. 3, p. 338, 2017.

- [18] I. Ayuningtyas, "GAME PETUALANGAN PICO MENGGUNAKAN METODE FSM (FINITE STATE MACHINE)," *JATI (Jurnal Mhs. Tek. Inform.,* vol. 1, no. 1, pp. 814–819, 2017.
- [19] C. D. Sapuytra, "Rancang Bangun Game Ninja and the Lost Trasure Menggunakan Metode Finite State Machine," *JATI (Jurnal Mhs. Tek. Inform.,* vol. 3, no. 1, pp. 357–362, 2019.
- [20] M. F. Rahadian, A. Suyatno, and S. Maharani, "PENERAPAN METODE FINITE STATE MACHINE PADA GAME " THE RELATIONSHIP ", " *J. Inform. Mulawarman,* vol. 11, no. 1, pp. 14–22, 2016.
- [21] U. Salamah and F. nidaul Khasanah, "Pengujian Sistem Informasi Penjualan Undangan Pernikahan Online Berbasis Web Menggunakan Black Box Testing," *Inf. Manag. Educ. Prof.,* vol. 2, no. 1, pp. 35–46, 2017.

