

DAFTAR GAMBAR

Gambar 2.1 Ular Tangga	8
Gambar 2.2 Logo Unity 3D	9
Gambar 2.3 Perkembangan VR	10
Gambar 2.4 Tahun Perkembangan VR (<i>Virtual Reality</i>)	10
Gambar 3.1 <i>Virtual Box</i>	16
Gambar 3.2 <i>Joystick</i>	17
Gambar 3.3 <i>Handphone</i>	17
Gambar 3.4 Laptop	18
Gambar 3.5 <i>Flowchart</i>	19
Gambar 3.6 Blok Diagram <i>Snake user</i>	20
Gambar 3.7 Blok Diagram <i>Snake bot</i>	21
Gambar 3.8 Blok Diagram <i>Ladder User</i>	22
Gambar 3.9 Blok Diagram <i>Ladder bot</i>	22
Gambar 3.10 Blok Diagram Dadu	23
Gambar 3.11 Desain arena	24
Gambar 3.12 Ular	25
Gambar 3.13 Tangga	26
Gambar 3.14 Dadu	26
Gambar 3.15 <i>Use Case Diagram</i>	27
Gambar 3.16 <i>Sequence Diagram</i>	28
Gambar 3.17 Simulai Perhitungan Dadu	28
Gambar 4.1 Ular <i>Stepstone</i>	30
Gambar 4.2 <i>Lobby Game</i>	31
Gambar 4.3 <i>Credit</i>	31
Gambar 4.4 <i>Loading</i>	32
Gambar 4.5 <i>Start/Back</i>	32
Gambar 4.6 <i>Playing</i>	33
Gambar 4.7 Target Pemain	33
Gambar 4.8 Target Lawan	34
Gambar 4.9 Peta	34

Gambar 4.10 <i>Win</i>	35
Gambar 4.11 <i>Pengujian Dadu Tinggi Default</i>	35
Gambar 4.12 <i>Pelemparan Dadu Tinggi Konstan</i>	36
Gambar 4.13 <i>Tinggi Konstan Pertama</i>	39
Gambar 4.14 <i>Tinggi Konstan Kedua</i>	37
Gambar 4.15 <i>Gambar A</i>	37
Gambar 4.16 <i>Gambar B</i>	38
Gambar 4.17 <i>Grafik Pelemparan Dadu Random</i>	38
Gambar 4.18 <i>Grafik Prosentase Dadu Random</i>	39
Gambar 4.19 <i>Pengujian User</i>	39
Gambar 4.20 <i>Pengujian User A</i>	40
Gambar 4.21 <i>Pengujian User B</i>	41
Gambar 4.22 <i>User Penguji</i>	41
Gambar 4.23 <i>Tampilan Game</i>	42
Gambar 4.24 <i>Tampilan Musuh</i>	43
Gambar 4.25 <i>Fungsi Dadu</i>	43
Gambar 4.26 <i>Random Dadu</i>	43
Gambar 4.27 <i>Tampilan Dadu</i>	44
Gambar 4.28 <i>Fungsi Tangga</i>	44
Gambar 4.29 <i>Tampilan Tangga</i>	44
Gambar 4.30 <i>Alpha Cronbach</i>	48