

DAFTAR TABEL

Tabel 3. 1	Analisis Data Matriks Produk Sejenis.....	57
Tabel 3. 2	Analisis SWOT.....	58
Tabel 4. 1	Timeline AIDA.....	61
Tabel 4. 2	Tabel <i>Gameplay Game “Sultan in Sumatera”</i>	68
Tabel 4. 3	Tabel tiap Kerajaan dan nama Raja di <i>game</i>	71
Tabel 4. 4	Tabel Lampiran Wireframe UI <i>Games “Sultan in Sumatera”</i> .	73
Tabel 4. 5	Tabel Lampiran Sketsa <i>Asset Games “Sultan in Sumatera”</i> ...	89
Tabel 4. 6	Tabel Lampiran <i>Digital Asset Games “Sultan in Sumatera”</i> ..	94