

DAFTAR GAMBAR

Gambar 2.4 Decision making menggunakan <i>Roulette Wheel</i>	8
Gambar 2.4 Gerakan yang dilakukan secara <i>Random Walk</i>	9
Gambar 3.1 Alur Perancangn Game.....	12
Gambar 3.2 <i>Pointer</i>	13
Gambar 3.3 Kecoa	13
Gambar 3.4 Use Case Game Menajaga Makanan.....	15
Gambar 3.5 Storyboard Splash Screen	18
Gambar 3.6 Storyboard Menu Screen	18
Gambar 3.7 Storyboard Tutoria lScreen	19
Gambar 3.8 Storyboard Game Screen	19
Gambar 3.8 Storyboard Pause Screen	20
Gambar 3.8 Storyboard Exit Screen	20
Gambar 4.1 Tampilan Pada <i>GameMaker Studio</i>	22
Gambar 4.2 Tampilan <i>Splash Screen</i>	23
Gambar 4.3 Tampilan <i>Menu</i>	23
Gambar 4.4 Tampilan <i>Tutorial Game</i>	24

Gambar 4.5 Tampilan <i>Game</i>	24
Gambar 4.6 Tampilan <i>Pause Screen</i>	25
Gambar 4.7 Tampilan <i>Exit Screen</i>	26