

DAFTAR GAMBAR

Gambar 2. 1 Unity 3D	4
Gambar 3. 1 <i>Flowchart</i> Permainan	9
Gambar 3. 2 <i>Use Case Diagram</i>	10
Gambar 4. 1 <i>User Interface</i>	12
Gambar 4. 2 <i>IP Text</i> dan <i>Port Text</i>	13
Gambar 4. 3 <i>Speed</i> dan <i>Power</i>	13
Gambar 4. 4 MPU6050.....	14
Gambar 4. 5 <i>Jumper</i>	14
Gambar 4. 6 <i>Source Code Data Set (1)</i>	15
Gambar 4. 7 <i>Source Code Data Set (2)</i>	16
Gambar 4. 8 Skenario <i>Input IP</i> dan <i>Port</i> dalam permainan	17