

## DAFTAR GAMBAR

<b>Gambar 2.1</b> Asset Store <i>Unity</i> .....	8
<b>Gambar 2.2</b> <i>Scripting</i> dengan bahasa C# di Visual Studio Code.....	9
<b>Gambar 2.3</b> Asset Blender .....	10
<b>Gambar 2.4</b> The House <i>Gameplay</i> .....	11
<b>Gambar 2.5</b> The House <i>Gameplay</i> .....	11
<b>Gambar 2.6</b> Horror <i>Gameplay</i> .....	12
<b>Gambar 2.7</b> Horror <i>Gameplay</i> .....	12
<b>Gambar 2.8</b> Horror <i>Gameplay</i> .....	13
<b>Gambar 2.9</b> Cold Call <i>Game Cover</i> .....	14
<b>Gambar 2.10</b> Cold Call <i>Gameplay</i> .....	14
<b>Gambar 2.11</b> Cold Call <i>Gameplay</i> .....	14
<b>Gambar 3.1</b> <i>Game Flow</i> .....	24
<b>Gambar 3.2</b> Desain Map .....	25
<b>Gambar 4.1</b> Tampilan – <i>Main Menu</i> .....	29
<b>Gambar 4.2</b> Tampilan – <i>Intro Story</i> .....	29
<b>Gambar 4.3</b> Tampilan – <i>Gameplay: Mechanic Tutorials</i> .....	30
<b>Gambar 4.4</b> Tampilan – <i>Gameplay: Collecting Item</i> .....	30
<b>Gambar 4.5</b> Tampilan – <i>Gameplay: Evading Enemy “Jin”</i> .....	31
<b>Gambar 4.6</b> Tampilan – <i>Pause Menu</i> .....	31
<b>Gambar 4.7</b> Tampilan – <i>How to Play</i> .....	32
<b>Gambar 4.8</b> Tampilan – <i>Game Map</i> .....	32