

## DAFTAR ISI

|                                                        |      |
|--------------------------------------------------------|------|
| HALAM JUDUL .....                                      | 1    |
| LEMBAR PENGESAHAN .....                                | ii   |
| LEMBAR ORISINALITAS .....                              | iii  |
| ABSTRAK .....                                          | iv   |
| <i>ABSTRACT</i> .....                                  | v    |
| KATA PENGANTAR .....                                   | vi   |
| DAFTAR GAMBAR .....                                    | ix   |
| DAFTAR TABEL .....                                     | xiii |
| DAFTAR LAMPIRAN.....                                   | xiv  |
| BAB I PENDAHULUAN.....                                 | 1    |
| 1.1    Latar Belakang .....                            | 1    |
| 1.2    Rumusan Masalah .....                           | 4    |
| 1.3    Tujuan Penelitian .....                         | 4    |
| 1.4    Manfaat Penelitian .....                        | 5    |
| 1.5    Batasan Masalah.....                            | 5    |
| 1.6    Rencana Kegiatan.....                           | 6    |
| BAB II TINJAUAN PUSTAKA DAN LANDASAN TEORI .....       | 8    |
| 2.1    Tinjauan Pustaka .....                          | 8    |
| 2.2    Landasan Teori.....                             | 12   |
| 2.2.1 <i>Game</i> .....                                | 12   |
| 2.2.2 <i>Game</i> Edukasi .....                        | 12   |
| 2.2.3 <i>Android</i> .....                             | 12   |
| 2.2.4    UML ( <i>Unified Modeling Language</i> )..... | 13   |
| 2.2.5 <i>Game Development Life Cycle (GDLC)</i> .....  | 16   |
| 2.2.6 <i>Unity 2D</i> .....                            | 18   |
| 2.2.7    Bahasa Pemrograman C# .....                   | 18   |
| 2.2.8 <i>Black Box</i> .....                           | 18   |
| 2.2.9 <i>Metode SUS (System Usability Scale)</i> ..... | 19   |
| BAB III PERANCANGAN SISTEM .....                       | 23   |
| 3.1    Perancangan Sistem .....                        | 23   |
| 3.2    Diagram Alir Penelitian .....                   | 23   |
| 3.2.1    Identifikasi dan Pengumpulan Data .....       | 24   |
| 3.2.2    Studi Literatur .....                         | 24   |

|                                           |                                        |    |
|-------------------------------------------|----------------------------------------|----|
| 3.2.3                                     | <i>Initiation</i> .....                | 24 |
| 3.2.4                                     | <i>Pre-production</i> .....            | 25 |
| 3.2.5                                     | <i>Production</i> .....                | 38 |
| 3.2.6                                     | <i>Testing</i> .....                   | 38 |
| 3.2.7                                     | <i>Beta</i> .....                      | 43 |
| 3.2.8                                     | <i>Release</i> .....                   | 45 |
| 3.3                                       | Fungsi dan Fitur .....                 | 45 |
| 3.4                                       | Desain Perangkat Lunak dan Keras ..... | 45 |
| 3.4.1                                     | Perangkat Keras .....                  | 46 |
| 3.4.2                                     | Perangkat Lunak .....                  | 46 |
| BAB IV HASIL PERCOBAAN DAN ANALISIS ..... |                                        | 47 |
| 4.1                                       | <i>Production</i> (Produksi) .....     | 47 |
| 4.1.1                                     | <i>Aset 2D Pixel</i> .....             | 47 |
| 4.1.2                                     | Pembuatan <i>Game</i> Edukasi .....    | 50 |
| 4.2                                       | <i>Testing</i> (Pengujian) .....       | 58 |
| 4.3                                       | <i>Beta</i> .....                      | 62 |
| 4.4                                       | <i>Release</i> .....                   | 73 |
| BAB V KESIMPULAN DAN SARAN .....          |                                        | 74 |
| 5.1                                       | Kesimpulan .....                       | 74 |
| 5.2                                       | Saran .....                            | 74 |
| DAFTAR PUSTAKA .....                      |                                        | 76 |
| LAMPIRAN .....                            |                                        | 79 |