

DAFTAR GAMBAR

Gambar 1.1 <i>Google Form Chart</i>	2
Gambar 2.1 <i>Unreal Engine 4 Logo</i>	4
Gambar 4.1 <i>Diagram Alir Penelitian</i>	18
Gambar 5.1 <i>Genre Chart</i>	20
Gambar 5.2 <i>Theme Chart</i>	20
Gambar 5.3 <i>Use Case Diagram</i>	21
Gambar 5.4 <i>Use Case Diagram (Usulan)</i>	22
Gambar 5.5 <i>Activity Diagram Start</i>	28
Gambar 5.6 <i>Activity Diagram Options</i>	29
Gambar 5.7 <i>Activity Diagram Exit</i>	30
Gambar 5.8 <i>Sequence Diagram Start</i>	31
Gambar 5.9 <i>Sequence Diagram Options</i>	32
Gambar 5.10 <i>Sequence Diagram Exit</i>	32
Gambar 5.11 <i>Class Diagram</i>	33
Gambar 5.12 <i>SaveGame Class</i>	35
Gambar 5.13 <i>CurrentPoints Function</i>	35
Gambar 5.14 <i>Coins Function</i>	36
Gambar 5.15 <i>HighScoreValue Function</i>	36
Gambar 5.16 <i>Story board Didalam Gameplay</i>	37
Gambar 5.17 <i>Story Board</i>	38
Gambar 5.18 <i>Strktur Main Menu</i>	39
Gambar 5.19 <i>Perancangan Main Menu</i>	40
Gambar 5.20 <i>Struktur Options Menu</i>	40

Gambar 5.21 Perancangan <i>Options Menu</i>	41
Gambar 5.22 Struktur <i>Paused Menu</i>	42
Gambar 5.23 Perancangan <i>Paused Menu</i>	42
Gambar 5.24 Struktur <i>Game Over</i>	43
Gambar 5.25 Perancangan <i>Game Over</i>	43
Gambar 5.26 Implementasi Data <i>Gameplay</i>	44
Gambar 5.27 Implementasi Data <i>Game Over</i>	44
Gambar 5.28 Implementasi <i>Splash Screen</i>	45
Gambar 5.29 Implementasi <i>Main Menu</i>	45
Gambar 5.30 Implementasi <i>Options Menu</i>	46
Gambar 5.31 Implementasi <i>Game Play</i>	46
Gambar 5.32 Implementasi <i>Paused</i>	47
Gambar 5.33 Implementasi <i>Game Over</i>	47
Gambar 5.34 <i>Screenshot 1</i> pada <i>Smartphone</i>	50
Gambar 5.35 <i>Screenshot 2</i> pada <i>Smartphone</i>	50