

## DAFTAR ISI

|   |             |
|---|-------------|
| <b>HALAMAN SAMPUL</b>                                       |             |
| <b>HALAMAN JUDUL</b>  |             |
| <b>PERNYATAAN KEASLIAN KARYA TUGAS AKHIR.....</b>           | <b>iii</b>  |
| <b>PERNYATAAN DAN PERSETUJUAN UNGGAH TUGAS AKHIR.....</b>   | <b>iii</b>  |
| <b>PERSETUJUAN DOSEN PEMBIMBING TUGAS AKHIR .....</b>       | <b>iv</b>   |
| <b>PERSETUJUAN TIM PENGUJI TUGAS AKHIR.....</b>             | <b>v</b>    |
| <b>ABSTRAK .....</b>  | <b>vi</b>   |
| <b>ABSTRACT .....</b>                                       | <b>vii</b>  |
| <b>KATA PENGANTAR.....</b>                                  | <b>viii</b> |
| <b>DAFTAR ISI.....</b>                                      | <b>x</b>    |
| <b>DAFTAR GAMBAR.....</b>                                   | <b>xii</b>  |
| <b>DAFTAR TABEL .....</b>                                   | <b>xv</b>   |
| <b>DAFTAR LAMPIRAN .....</b>                                | <b>xvi</b>  |
| <b>BAB I PENDAHULUAN .....</b>                              | <b>1</b>    |
| 1.1 Latar Belakang .....                                    | 1           |
| 1.2 Rumusan Masalah .....                                   | 3           |
| 1.3 Tujuan Penelitian.....                                  | 3           |
| 1.4 Batasan Masalah.....                                    | 3           |
| 1.5 Manfaat Penelitian.....                                 | 4           |
| 1.6 Metodologi Penelitian .....                             | 4           |
| 1.7 Sistematika Penulisan.....                              | 5           |
| <b>BAB II LANDASAN TEORI .....</b>                          | <b>7</b>    |
| 2.1 <i>Game</i> .....                                       | 7           |
| 2.2 Pembagian <i>Game</i> .....                             | 8           |
| 2.3 Kecerdasan Buatan/ <i>Artificial Intelligence</i> ..... | 26          |
| 2.4 <i>Non Playerable Character (NPC)</i> .....             | 28          |
| 2.5 Metode <i>Bounding Box</i> .....                        | 30          |
| 2.6 Pemodelan <i>Finite State Machine</i> .....             | 31          |
| 2.7 <i>Use Case Diagram</i> .....                           | 32          |

|  |                                      |           |
|--|--------------------------------------|-----------|
| 2.8  | Penelitian Terdahulu .....           | 34        |
| <b>BAB III ANALISIS DAN PERANCANGAN.....</b> |                                      | <b>36</b> |
| 3.1  | Analisis.....                        | 36        |
| 3.1.1  | Analisis Kebutuhan Sistem .....      | 36        |
| 3.1.2  | Analisis Proses .....                | 38        |
| 3.1.3  | Pemodelan Kebutuhan Sistem .....     | 42        |
| 3.2  | Perancangan .....                    | 46        |
| 3.2.1  | Perancangan Karakter .....           | 46        |
| 3.2.2  | Perancangan Tampilan .....           | 47        |
| 3.2.3  | Perancangan Konsep <i>Game</i> ..... | 53        |
| <b>BAB IV HASIL DAN PEMBAHASAN.....</b>      |                                      | <b>55</b> |
| 4.1  | Hasil .....                          | 55        |
| 4.2  | Pembahasan.....                      | 65        |
| <b>BAB V KESIMPULAN DAN SARAN.....</b>       |                                      | <b>74</b> |
| 5.1  | Kesimpulan.....                      | 74        |
| 5.2  | Saran.....                           | 74        |
| <b>DAFTAR PUSTAKA.....</b>                   |                                      | <b>76</b> |

## DAFTAR GAMBAR

|  |    |
|--|----|
| Gambar 2.1 Contoh <i>PC Games</i> .....  | 8  |
| Gambar 2.2 Contoh <i>Console Games</i> .....   | 9  |
| Gambar 2.3 Contoh <i>Handheld Games</i> .....  | 9  |
| Gambar 2.4 Contoh <i>Mobile Games</i> .....  | 10 |
| Gambar 2.5 Contoh <i>Game First Person Shooter</i> .....                                     | 11 |
| Gambar 2.6 Contoh <i>Game Third Person Shooter</i> .....                                     | 11 |
| Gambar 2.7 Contoh <i>Game Strategi</i> .....   | 13 |
| Gambar 2.8 Contoh <i>Game Racing</i> .....   | 13 |
| Gambar 2.9 Contoh <i>Game Arcade</i> .....   | 14 |
| Gambar 2.10 Contoh <i>Fighting Games</i> .....   | 15 |
| Gambar 2.11 Contoh <i>Sport Games</i> .....  | 15 |
| Gambar 2.12 Contoh <i>Vehicle Simulation Games</i> .....                                     | 16 |
| Gambar 2.13 Contoh <i>Adventure Games</i> .....  | 17 |
| Gambar 2.14 Contoh <i>Simulation Games</i> .....   | 17 |
| Gambar 2.15 Contoh <i>Tycoon Games</i> .....   | 18 |
| Gambar 2.16 Contoh <i>Musical Games</i> .....  | 18 |
| Gambar 2.17 Contoh <i>Platform Games</i> .....   | 19 |
| Gambar 2.18 Contoh <i>RPG Games</i> .....  | 20 |
| Gambar 2.19 Contoh <i>Action Games</i> .....   | 20 |
| Gambar 2.20 Contoh <i>Puzzle Games</i> .....   | 21 |
| Gambar 2.21 Contoh <i>Historic Games</i> .....   | 22 |
| Gambar 2.22 Contoh <i>Real Life Games</i> .....  | 22 |
| Gambar 2.23 Contoh <i>Sandbox Games</i> .....  | 23 |
| Gambar 2.24 Contoh <i>Multiplayer Games</i> .....  | 24 |
| Gambar 2.25 Contoh <i>Edugame</i> .....  | 25 |
| Gambar 2.26 Matriks Definisi Kecerdasan Buatan.....  | 27 |
| Gambar 2.27 Bounding Circle dan Bounding Box .....   | 30 |
| Gambar 2.28 FSM 2 Buah <i>State</i> dan 2 Buah <i>Input</i> Serta 4 Buah <i>Output</i> ..... | 31 |
| Gambar 3.1 Activity Diagram Implementasi Metode Bounding Box .....                           | 38 |

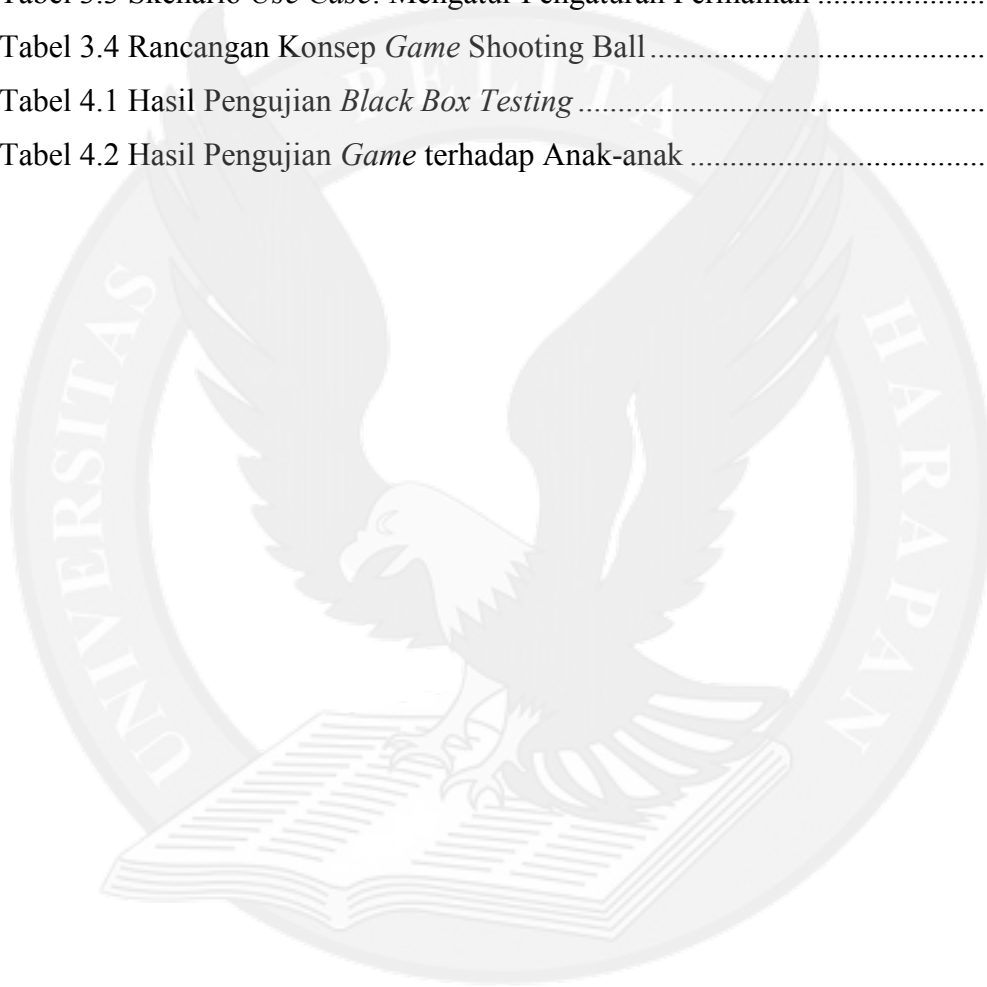
|   |    |
|---|----|
| Gambar 3.2 Min-Max Bounding Box .....   | 39 |
| Gambar 3.3 <i>Bound</i> Bertabrakan .....   | 40 |
| Gambar 3.4 Alur Diagram Metode FSM Pada Bola .....                                | 41 |
| Gambar 3.5. <i>Use Case Game Shooting Ball</i> .....                              | 42 |
| Gambar 3.6 Rancangan Karakter Bola .....  | 46 |
| Gambar 3.7 Rancangan Alat Penembak .....  | 46 |
| Gambar 3.8 Rancangan Peluru .....   | 47 |
| Gambar 3.9 Rancangan Tampilan Awal .....  | 47 |
| Gambar 3.10 Rancangan Tampilan Menu <i>Start</i> .....                            | 48 |
| Gambar 3.11 Rancangan Tampilan Menu <i>Scores</i> .....                           | 49 |
| Gambar 3.12 Rancangan Tampilan Menu <i>How To Play</i> .....                      | 50 |
| Gambar 3.13 Rancangan Tampilan Menu <i>Settings</i> .....                         | 51 |
| Gambar 3.14 Rancangan Tampilan <i>Game Over</i> .....                             | 52 |
| Gambar 4.1 Hasil Desain NPC Bola dalam <i>Game</i> .....                          | 55 |
| Gambar 4.2 Hasil Desain Alat Penembak dalam <i>Game</i> .....                     | 56 |
| Gambar 4.3 Hasil Desain Peluru .....  | 56 |
| Gambar 4.4 Tampilan <i>Loading Awal</i> .....                                     | 57 |
| Gambar 4.5 Tampilan Awal .....  | 57 |
| Gambar 4.6 Tampilan Menu <i>Start</i> .....                                       | 58 |
| Gambar 4.7 Tampilan Skor Bertambah Ketika Bola Berhasil Ditembak .....            | 59 |
| Gambar 4.8 Tampilan Skor Bertambah Ketika Bola Berhasil Ditembak .....            | 59 |
| Gambar 4.9 Tampilan Menu <i>Scores</i> .....                                      | 60 |
| Gambar 4.10 Tampilan Menu <i>How To Play</i> .....                                | 61 |
| Gambar 4.11 Tampilan Menu <i>How To Play Slide 1</i> .....                        | 61 |
| Gambar 4.12 Tampilan Menu <i>How To Play Slide 2</i> .....                        | 62 |
| Gambar 4.13 Tampilan Menu <i>How To Play Slide 3</i> .....                        | 62 |
| Gambar 4.14 Tampilan Menu <i>Settings</i> .....                                   | 63 |
| Gambar 4.15 Tampilan Menu <i>Settings</i> Proses Melakukan Perubahan .....        | 64 |
| Gambar 4.16 Tampilan <i>Game Over</i> .....                                       | 65 |
| Gambar 4.17 Implementasi Metode <i>Collision Detection</i> Pada <i>Game</i> ..... | 66 |
| Gambar 4.18 Pengujian <i>Level 1</i> .....  | 68 |

|  |    |
|--|----|
| Gambar 4.19 Pengujian <i>Level 2</i> ..... | 69 |
| Gambar 4.20 Pengujian <i>Level 3</i> ..... | 69 |
| Gambar 4.21 Pengujian <i>Level 4</i> ..... | 70 |
| Gambar 4.22 Pengujian <i>Level 5</i> ..... | 70 |
| Gambar 4.23 Pengujian <i>Level 6</i> ..... | 71 |
| Gambar 4.24 Pengujian <i>Level 7</i> ..... | 71 |
| Gambar 4.25 Pengujian <i>Level 8</i> ..... | 72 |



## DAFTAR TABEL

|  |    |
|--|----|
| Tabel 2.1 Simbol <i>Use Case Diagram</i> .....                           | 33 |
| Tabel 2.2 Rangkuman Penelitian Terdahulu .....                           | 34 |
| Tabel 3.1 Skenario <i>Use Case</i> : Memulai Permainan .....             | 43 |
| Tabel 3.2 Skenario <i>Use Case</i> : Melihat Skor .....                  | 44 |
| Tabel 3.3 Skenario <i>Use Case</i> : Mengatur Pengaturan Permainan ..... | 45 |
| Tabel 3.4 Rancangan Konsep <i>Game Shooting Ball</i> .....               | 53 |
| Tabel 4.1 Hasil Pengujian <i>Black Box Testing</i> .....                 | 67 |
| Tabel 4.2 Hasil Pengujian <i>Game</i> terhadap Anak-anak .....           | 72 |



## DAFTAR LAMPIRAN

LAMPIRAN A : SOURCE CODE PROGRAM ..... A-1

