

DAFTAR PUSTAKA

- Anardani, S., 2019. *Perancangan Sistem berorientasi Objek Dengan Pemodelan UML (Unified MOdeling Language) Tools*. 1 penyunt. Madiun: UNIPMA Press.
- Barnum, C., 2021. *Usability Testing Essentials: Ready Set ... Test!*. 2nd penyunt. Cambridge: Morgan Kaufmann.
- El-firjani, N. F. M., Elberawi, E. K. & Maatuk, A. M., 2017. A METHOD FOR WEBSITE USABILITY EVALUATION: A COMPARATIVE ANALYSIS. *International Journal of Web & Semantic Technology (IJWesT)*, 8(3).
- freeCodeCamp.org, 2021. *UML Diagrams Full Course (Unified Modeling Language)*, New York: Youtube.
- Jagdale, D., 2021. Finite State Machine in Game Development. *International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)*, 10(1), p. 384.
- Junaidi, et al., 2018. Perfecting a video game with game metrics. *Telkomnika (Telecommunication Computing Electronics and Control)*, 16(3), p. 1324.
- Kridiawan, R. A. & Darsanto, 2019. PENERAPAN MODEL PENGEMBANGAN GAMEGDLC (GAME DEVELOPMENT LIFE CYCLE)DALAM MEMBANGUN GAME PLATFORM BERBASIS MOBILE. *TEKNOKOM*, 2(1), p. 31.
- Nicoll, B. & Keogh, B., 2019. *The Unity Game Engine and the Circuits of Cultural Software*. 1 penyunt. Cham: Palgrave Macmillan.
- Nikolopoulou, K., 2023. *Scribbr*. [Online]
Available at: <https://www.scribbr.com/methodology/purposive-sampling/>
[Diakses 4 1 2023].
- Ramadan, R. & Widyani, Y., 2013. *Game development life cycle guidelines*. Sanur Bali, ICACIS 2013.
- Rizky & Pudrianisa, S. L. G., 2022. PENGUJIAN USABILITY PADA TANGIBLE GAME SEBAGAI MEDIA PROMOSI. *INFOS Journal*, 2(1), p. 13.
- Septian, B. D., 2020. *PEMBUATAN GAME THE LEGEND OF TIMUN MAS DENGAN MENGGUNAKAN UNITY*. Semarang, Universitas Semarang.
- Sulistyawati, W., W. & Trinuryono, S., 2021. *ANALISIS (DESKRIPTIF KUANTITATIF) MOTIVASI BELAJAR SISWA DENGAN MODEL BLENDED LEARNING DI MASA PANDEMI*, Ponorogo, Jawa Timur: Universitas Muhammadiyah Ponorogo.
- Udin, M. B. & Aunillah, 2021. *Buku Ajar Statistik Pendidikan*. 1st penyunt. Sidoarjo, Jawa Timur: UMSIDA Press.
- Unity, 2022. *Unity Documentation : Console Window*. [Online]
Available at: <https://docs.unity3d.com/Manual/Console.html>
[Diakses 29 10 2022].

Unity, 2022. *Unity Documentation : The Project window*. [Online]
Available at: <https://docs.unity3d.com/Manual/ProjectView.html>
[Diakses 29 10 2022].

Unity, 2022. *Unity Documentation : The Scene view*. [Online]
Available at: <https://docs.unity3d.com/Manual/UsingTheSceneView.html>
[Diakses 29 10 2022].

Unity, 2022. *Unity Documentation: The Game view*. [Online]
Available at: <https://docs.unity3d.com/Manual/GameView.html>
[Diakses 29 10 2022].

Unity, 2022. *Unity Documentation: The Hierarchy window*. [Online]
Available at: <https://docs.unity3d.com/Manual/Hierarchy.html>
[Diakses 29 10 2022].

Unity, 2022. *Unity Documentation: The Inspector window*. [Online]
Available at: <https://docs.unity3d.com/Manual/UsingTheInspector.html>
[Diakses 29 10 2022].

Wicaksono, S. R., 2021. *Blackbox Testing Teori dan Studi Kasus*. 1st penyunt. Malang, Jawa Timur: CV. Seribu Bintang.

Zenva, 2023. *Zenva*. [Online]
Available at: <https://gamedevacademy.org/what-is-unity/>
[Diakses 24 7 2023].