

## DAFTAR GAMBAR

|             |  |    |
|-------------|--|----|
| Gambar 3.1  | Pabrik Gula Sentra Utama Jaya.....                                       | 21 |
| Gambar 3.2  | Lokasi Rumah Warga Setempat yang Sangat Dekat dengan Pabrik SUJ<br>..... | 21 |
| Gambar 3.3  | Limbah Gula Tempat Pengolahan Limbah B3.....                             | 22 |
| Gambar 3.4  | Batu Bara Disimpan .....   | 22 |
| Gambar 3.5  | Sungai Citarum Akibat Limbah Tekstil .....                               | 23 |
| Gambar 3.6  | Limbah Cair Pabrik Gula SUJ.....   | 25 |
| Gambar 3.7  | Simbol Bahaya Limbah B3 .....  | 27 |
| Gambar 3.8  | Tanda Bahaya Pipa Gas.....   | 28 |
| Gambar 3.9  | Limbah Padat pada Pabrik SUJ .....                                       | 29 |
| Gambar 3.10 | Standar Keamanan dalam Pabrik SUJ.....                                   | 31 |
| Gambar 3.11 | Standar K3 dalam Pabrik SUJ .....  | 32 |
| Gambar 3.12 | Subjek Wawancara Kang Andi .....   | 33 |
| Gambar 3.13 | Subjek Wawancara Azizah.....   | 34 |
| Gambar 3.14 | Subjek Wawancara IR Eddy Soentjahyo.....                                 | 35 |
| Gambar 3.15 | Tampilan Menu <i>Map</i> .....   | 38 |
| Gambar 4.1  | Perancangan Sketsa Aset.....   | 56 |
| Gambar 4.2  | Perancangan Karakter.....  | 57 |
| Gambar 4.3  | Tampilan Menu <i>Setting/Option</i> .....                                | 58 |
| Gambar 4.4  | Tampilan Menu <i>Pause</i> .....   | 58 |
| Gambar 4.5  | Tampilan Menu <i>Score Board</i> .....                                   | 59 |
| Gambar 4.6  | Tampilan Menu <i>Skill</i> .....   | 59 |
| Gambar 4.7  | Tampilan Menu <i>Quit</i> .....  | 60 |
| Gambar 4.8  | Tampilan Menu <i>Game Over</i> .....                                     | 60 |
| Gambar 4.9  | Tampilan <i>Main Menu 1</i> .....  | 61 |
| Gambar 4.10 | Tampilan <i>Main Menu 2</i> .....  | 61 |
| Gambar 4.11 | Tampilan Menu <i>Map</i> .....   | 62 |
| Gambar 4.12 | Tampilan Menu <i>Stage Clear</i> .....                                   | 62 |
| Gambar 4.13 | Tampilan Menu <i>Story Line</i> .....                                    | 63 |
| Gambar 4.14 | Tampilan Menu <i>Loading</i> .....                                       | 63 |
| Gambar 4.15 | Konsep Visual .....  | 64 |
| Gambar 4.16 | <i>Shape</i> Karakter .....  | 65 |

|             |   |    |
|-------------|---|----|
| Gambar 4.17 | <i>Style Karakter</i> .....                 | 66 |
| Gambar 4.18 | Karakter Andi .....                         | 67 |
| Gambar 4.19 | Karakter Mr. Joko .....                     | 68 |
| Gambar 4.20 | Karakter Ibu Fatimah.....                   | 68 |
| Gambar 4.21 | Karakter Kang Itang .....                   | 69 |
| Gambar 4.22 | <i>Moveset Karakter</i> .....               | 70 |
| Gambar 4.23 | Aset.....                                   | 74 |
| Gambar 4.24 | Aset Didalam <i>In Game</i> .....           | 74 |
| Gambar 4.25 | Movie NPC.....                              | 75 |
| Gambar 4.26 | <i>Action El Diablo</i> .....               | 76 |
| Gambar 4.27 | <i>Action Mecurial</i> .....                | 77 |
| Gambar 4.28 | <i>Design Interface</i> .....               | 78 |
| Gambar 4.29 | Menu <i>Stage Map</i> .....                 | 78 |
| Gambar 4.30 | Menu <i>Story Line in game</i> .....        | 79 |
| Gambar 4.31 | Menu <i>Game Over</i> .....                 | 79 |
| Gambar 4.32 | <i>Main Menu</i> .....                      | 80 |
| Gambar 4.33 | <i>Green Zone</i> .....                     | 80 |
| Gambar 4.34 | Menu <i>Loading</i> .....                   | 81 |
| Gambar 4.35 | Menu <i>Setting Musik</i> .....             | 81 |
| Gambar 4.36 | Menu <i>Pause</i> .....                     | 82 |
| Gambar 4.37 | Menu <i>Quit</i> .....                      | 82 |
| Gambar 4.38 | Menu <i>Score</i> .....                     | 83 |
| Gambar 4.39 | Menu <i>Character</i> .....                 | 83 |
| Gambar 4.40 | Menu <i>Stage Clear</i> .....               | 84 |
| Gambar 4.41 | Miniatur Pabrik .....                       | 84 |
| Gambar 4.42 | <i>Stage Toxic</i> .....                    | 85 |
| Gambar 4.43 | <i>Stage Dangerous of Environment</i> ..... | 86 |
| Gambar 4.44 | <i>Stage Korosif dan Eksplosive</i> .....   | 86 |
| Gambar 4.45 | <i>Special Item</i> .....                   | 88 |
| Gambar 4.46 | Daftar <i>Special Item</i> .....            | 88 |
| Gambar 4.47 | <i>Opening Storyline</i> .....              | 93 |