

## Daftar Gambar

GAMBAR 3-1 DIAGRAM BLOK.....	11
GAMBAR 3- 2 USE CASE DIAGRAM .....	12
GAMBAR 3- 3 ACTIVITY DIAGRAM MULAI .....	16
GAMBAR 3- 4 ACTIVITY DIAGRAM PANDUAN.....	16
GAMBAR 3- 5 ACTIVITY DIAGRAM PROLOG .....	17
GAMBAR 3- 6 ACTIVITY DIAGRAM GAMEPLAY .....	17
GAMBAR 3- 7 ACTIVITY DIAGRAM ACHIEVEMENT .....	18
GAMBAR 3- 8 ACTIVITY DIAGRAM KELUAR.....	18
GAMBAR 3- 9 ACTIVITY DIAGRAM BANTUAN .....	19
GAMBAR 3- 10 ACTIVITY DIAGRAM WAKTU TERCEPAT .....	19
GAMBAR 3- 11 SEQUENCE DIAGRAM MULAI .....	20
GAMBAR 3- 12 SEQUENCE DIAGRAM PANDUAN DAN INFORMASI .....	20
GAMBAR 3- 13 SEQUENCE DIAGRAM PROLOG.....	21
GAMBAR 3- 14 SEQUENCE DIAGRAM GAMEPLAY .....	21
GAMBAR 3- 15 SEQUENCE DIAGRAM ACHIEVEMENT.....	22
GAMBAR 3- 16 SEQUENCE DIAGRAM KELUAR.....	22
GAMBAR 3- 17 SEQUENCE DIAGRAM BANTUAN.....	23
GAMBAR 3- 18 SEQUENCE DIAGRAM WAKTU TERCEPAT .....	23
GAMBAR 3- 19 CLASS DIAGRAM .....	24
GAMBAR 3- 20 FLOWCHART SYSTEM .....	25
GAMBAR 3- 21 MOCKUP MENU UTAMA .....	26
GAMBAR 3- 22 MOCKUP MENU BANTUAN .....	26
GAMBAR 3- 23 MOCKUP PANDUAN .....	26
GAMBAR 3- 24 MOCKUP PROLOG.....	27
GAMBAR 3- 25 MOCKUP GAMEPLAY.....	27
GAMBAR 3- 26 MOCKUP MISI SUKSES .....	27
GAMBAR 3- 27 MOCKUP MISI GAGAL .....	28
GAMBAR 4- 1 KUISIONER CYBERSICKNESS .....	48