

DAFTAR GAMBAR

Gambar 2. 1 Contoh Denah Ruang.....	6
Gambar 2. 2 Hirarki Gerak Perilaku NPC.....	8
Gambar 2. 3 struktur Finite State Machine	9
Gambar 3. 1 Rancangan Tampilan Menu Home	12
Gambar 3. 2 Rancangan room level 1	12
Gambar 3. 3 Sprite karakter.....	13
Gambar 3. 4 flowchart player	13
Gambar 3. 5 Statechart Perilaku NPC pada Game	14
Gambar 3. 6 Flowchart perilaku npc	15
Gambar 3. 7 Tampilan Tab Rancangan Pickup Object	16
Gambar 3. 8 Tampilan rancangan design pada game.....	23
Gambar 3. 9 flowchart game	24
Gambar 4. 1 Implementasi NPC pada Gameplay	25
Gambar 4. 2 Implementasi Game	26
Gambar 4. 3 Source Code Patrolling	27
Gambar 4. 4 Source Code state patrolling	27
Gambar 4. 5 Source Code Alert	28
Gambar 4. 6 Source Code Alert Warning	29
Gambar 4. 7 Source Code NPC Destroy	29