# DAFTAR ISI

**BAB 1 PENDAHULUAN ..... 1**
1.1 Latar Belakang ..... 1
1.2 Identifikasi Masalah ..... 2
1.3 Rumusan Masalah ..... 3
1.4 Ruang lingkup ..... 3
1.5 Tujuan ..... 4
1.6 Metodologi ..... 4
1.7 Kerangka Perancangan ..... 5
**BAB 2 DASAR PEMIKIRAN ..... 7**
*2.1 Game puzzle* ..... 7
*2.2 User Interface (UI)* ..... 11
*2.3 User Experience (UX)* ..... 19
2.4 Desain Visual ..... 23
2.5 Target Audience ..... 25
2.6 Pariwisata Kabupaten Agam ..... 27
**BAB 3 DATA DAN ANALISIS ..... 28**
3.1 Data Objek ..... 28
3.1.1 Data studi pustaka ..... 28
3.1.1.1 Kabupaten agam ..... 28
3.1.2 Data Observasi ..... 30
3.1.3 Data wawancara ..... 44
3.2 Data target khayalak ..... 45
3.2.1 Data survei ..... 45
3.3 Data Karya sejenis ..... 51
3.3.1 *Game* “Candy Crush Saga” ..... 51
3.3.2 Game “puzzle inlay world” ..... 57
3.4 Analisis Data Objek ..... 61
3.4.1 Analisis data objek ..... 61
3.4.1.1 Analisis grafik ..... 61
3.4.1.2 Analisis data SWOT ..... 62
3.4.2 Analisis target Khalayak ..... 63

3.4.3 Analisis data karya sejenis .....63
3.5 Hasil Analisis Data .....65
**BAB 4 KONSEP DAN HASIL PERANCANGAN .....67**
4.1 Konsep .....67
4.1.1 Konsep Pesan .....67
4.1.2 Konsep Visual .....67
4.1.3 Konsep Media .....67
4.2 Eksplorasi Visual .....67
4.2.1 Game World dan Narasi .....68
4.2.2 Warna .....70
4.2.3 Tipografi .....71
4.2.3.1 Upin & Ipin .....72
4.2.3.2 Frogster .....72
4.2.3.3 Candy Crush .....73
4.2.3.4 Cut The Rope .....74
4.2.3.5 Brawl Stars .....75
4.2.3.6 Bobo .....76
4.2.4 Bentuk visual .....77
4.2.4.1 Game Disney emoji blitz .....77
4.1.1.1 Game Cut The Rope .....78
4.1.1.1 Game Angry Birds Journey .....79
4.1.1.1 Game Candy Crush .....79
4.2.4.2 Ikonografi .....81
4.1.1.1.1 Game Angry Birds Journey .....81
4.1.1.1.2 Game Cut The Rope .....81
4.3 Perancangan *UI* .....83
4.3.1 FlowChart .....83
4.3.2 *Wireframe* .....85
4.3.2.1 Main Menu .....85
4.3.2.2 Select screen .....86
4.3.2.3 Gameplay .....87
4.3.2.4 Win screen .....88
**4.3.2.5** Lose screen .....89
4.3.2.6 Setting .....90

4.3.2.7 Info ..... 91
4.3.2.8 Credits ..... 92
4.3.2.9 Pause screen ..... 93
4.3.2.10 EULA ..... 94
4.4 Perancangan visual ..... 94
*4.4.1 Ikonografi* ..... 94
4.4.1.1 Play ..... 95
4.4.1.2 Setting ..... 96
4.4.1.3 Credit ..... 97
4.4.1.4 Tips ..... 98
4.4.1.5 Quit ..... 98
4.4.1.6 Main Menu ..... 99
4.4.1.7 Lock ..... 100
4.4.1.8 Destroy ..... 101
4.4.1.9 Rotate ..... 101
4.4.1.10 Pause ..... 102
4.4.1.11 Back ..... 103
4.4.1.12 Replay ..... 104
4.4.1.13 Music ..... 105
4.4.1.14 SFX ..... 105
4.4.1.15 Accept ..... 106
4.4.1.16 Cancel ..... 107
4.4.1.17 Next/Previous ..... 108
4.4.2 Button ..... 109
4.4.3 Toggle ..... 113
4.4.4 Slider ..... 114
4.4.5 Panel ..... 115
4.4.6 Title ..... 116
4.4.7 Background ..... 119
4.5 Perancangan Menu ..... 124
4.5.1 Main Menu ..... 124
4.5.2 Select screen ..... 131
4.5.3 Gameplay ..... 134
4.5.4 Win screen ..... 136

*4.5.5* Lose screen ..... 138
4.5.6 Setting/pengaturan ..... 140
4.5.7 Tips/Info ..... 142
4.5.8 Credits ..... 143
4.5.9 Pause screen ..... 145
4.5.10 EULA ..... 147
4.6 Perancangan game ..... 149
*4.6.1 Main menu* ..... 149
*4.6.2 Select Screen* ..... 150
*4.6.3 Gameplay* ..... 152
*4.6.4 Win Screen* ..... 155
*4.6.5 Lose Screen* ..... 156
*4.6.6 Setting* ..... 156
*4.6.7 Tips/Info* ..... 157
*4.6.8 Credits* ..... 157
*4.6.9 Pause Screen* ..... 158
*4.6.10 EULA* ..... 158
4.7 Pengujian ..... 159
**BAB 5 PENUTUP ..... 161**
6.1 Kesimpulan ..... 161
6.2 Saran ..... 161
**DAFTAR PUSTAKA ..... 162**