

DAFTAR ISI

ABSTRACT	i
ABSTRAK	ii
KATA PENGANTAR	iii
DAFTAR ISI	vi
DAFTAR GAMBAR	ix
DAFTAR TABEL	xi
DAFTAR GRAFIK	xiv
DAFTAR LAMPIRAN	xv
BAB I PENDAHULUAN	
1.1 Latar Belakang	I-1
1.2 Rumusan Masalah	I-3
1.3 Tujuan Penelitian	I-4
1.4 Batasan Masalah	I-4
1.5 Manfaat Penelitian	I-5
1.6 Metodologi Penelitian.....	I-5
1.7 Sistematika Penulisan	I-6
BAB II LANDASAN TEORI	
2.1 <i>Game</i>	II-1
2.1.1 Jenis-jenis <i>Game</i>	II-1
2.2 <i>Artificial Intellegence (AI)</i>	II-5

2.3	<i>AI pada Game</i>	II-6
2.4	Algoritma A*	II-7
2.5	<i>Navigation Mesh</i>	II-8
2.6	Sensor <i>Gyroscope</i>	II-9
2.7	<i>Virtual Reality</i>	II-10
2.8	Unity	II-11
2.8.1	<i>Fiture</i> pada Unity	II-12
2.8.2	<i>Fiture</i> Penting pada Unity.....	II-13
2.9	Blender	II-15
2.10	Android	II-16
2.10.1	Arsitektur Android	II-17
2.10.2	Android Software Development Kit (SDK)	II-22
2.10.3	Java Development Kit (JDK).....	II-23
2.11	State Of The Art	II-23
2.12	Matrik Penelitian	II-31

BAB III METODE PENELITIAN

3.1	Metode Penelitian	III-1
3.2	<i>Awareness</i>	III-2
3.3	<i>Suggestion</i>	III-3
3.4	<i>Development</i>	III-3
3.5	<i>Evaluation</i>	III-5
3.6	<i>Conclusion</i>	III-5

BAB IV HASIL DAN PEMBAHASAN

4.1 <i>Awareness</i>	IV-1
4.1.1 <i>Observasi</i>	IV-1
4.1.2 <i>Studi Pustaka</i>	IV-4
4.2 <i>Suggestion</i>	IV-5
4.3 <i>Development</i>	IV-5
4.3.1 <i>Initiation</i>	IV-5
4.3.1.1 <i>Konsep</i>	IV-6
4.3.2 <i>Pre-Production</i>	IV-10
4.3.3 <i>Production</i>	IV-26
4.3.4 <i>Testing</i>	IV-54
4.3.5 <i>Beta</i>	IV-65
4.3.6 <i>Release</i>	IV-69
4.4 <i>Evaluation</i>	IV-70
4.5 <i>Conclusion</i>	IV-71

BAB V KESIMPULAN DAN SARAN

5.1 <i>Kesimpulan</i>	V-1
5.2 <i>Saran</i>	V-1

DAFTAR PUSTAKA	xvi
-----------------------------	-----