

DAFTAR GAMBAR

Gambar 2. 1 Diagram FSM (Laksita Anastasya Karmanto, 2023).....	I-3
Gambar 2. 2 Diagram Behaviour tree (Pratiwi et al., 2021)	II-5
Gambar 3. 1 Alur Penelitian.....	III-1
Gambar 3. 2 Metode GDLC (Arief dkk., 2023).....	III-3
Gambar 4. 1 Flowchart Diagram Game	IV-5
Gambar 4. 2 Storyboard Splashscreen	IV-6
Gambar 4. 3 Storyboard Menu Utama	IV-7
Gambar 4. 4 Storyboard Dialog	IV-7
Gambar 4. 5 Storyboard Inventory	IV-8
Gambar 4. 6 Storyboard Tampilan Misi	IV-8
Gambar 4. 7 Storyboard System	IV-9
Gambar 4. 8 Splash Screen	IV-14
Gambar 4. 9 Menu Utama.....	IV-15
Gambar 4. 10 Tampilan Awal Game	IV-15
Gambar 4. 11 Dialog NPC Non Enemy	IV-16
Gambar 4. 12 Notifikasi Misi.....	IV-16
Gambar 4. 13 Menu Misi	IV-17
Gambar 4. 14 Inventory	IV-17
Gambar 4. 15 Menu System.....	IV-18
Gambar 4. 16 Scene NPC Enemy	IV-18
Gambar 4. 17 Menyelesaikan Misi	IV-19
Gambar 4. 18 Memasuki Toko.....	IV-19

Gambar 4. 19 Pembelian Item.....	IV-20
Gambar 4. 20 Battle Boss	IV-20
Gambar 4. 21 Menyelesaikan Game	IV-21
Gambar 4. 22 Menyelesaikan Misi	IV-21
Gambar 4. 23 Penerapan FSM Pada Godot Engine	IV-22
Gambar 4. 24 Diagram State FSM.....	IV-22
Gambar 4. 25 Penerapan BT Pada Godot Engine	IV-23
Gambar 4. 26 Diagram State BT.....	IV-24