**DAFTAR ISI**

Halaman

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| **HALAMAN JUDUL**...........................................................................  **HALAMAN PERSETUJUAN** ............................................................  **HALAMAN PENGESAHAN** .............................................................  **HALAMAN MOTTO** .........................................................................  **KATA PENGANTAR** ........................................................................  **DAFTAR ISI** .....................................................................................  **DAFTAR GAMBAR** ..........................................................................  **BAB I PENDAHULUAN**   * 1. Latar Belakang Masalah..................................................   2. Tujuan Penulisan ............................................................   3. Batasan Masalah ...........................................................   **BAB II ANALISIS DAN PERANCANGAN**  2.1 Analisis Sistem …………………………………………….  2.1.1 Kebutuhan Sistem Perangkat Keras (*Hardware*) ..  2.1.2 Kebutuhan Sistem Perangkat Lunak (*Software*) ...  2.2 Bagan Alir Program…………………………………………  2.3 Skenario……………………………………………………..  2.4 Perancangan Sistem……………………………………...  2.4.1 Rancangan Opening Animation …......................  2.4.2 Rancangan Start Menu ……………….................  2.4.3 Rancangan Menu Gambar …………….................  2.4.4 Rancangan Halaman Game ……………….…......  2.4.5 Rancangan Pilihan Game ......................................  2.4.6 Rancangan Input User ...................……………….  2.4.7 Rancangan Pilih Level ...................………………...  **BAB III IMPLEMENTASI**  3.1 Penjelasan Implementasi ...............................................  3.2 Implementasi .…………………....................................  3.2.1 Halaman Opening Animation……...........................  3.2.2 Halaman Start Menu .........………........................  3.2.3 Halaman Pilihan Game dan Profil………………...  3.2.4 Halaman Profil ……………..……………………….  3.2.5 Halaman Pilihan Game…………………………...  3.2.5a Halaman Button Game gambar1………....  3.2.5b Halaman Button Game gambar2.................  3.2.6 Halaman Pilihan Level Game .................................  3.2.7 Halaman Game gambar1 .......................................  3.2.7a Halaman Loading Game gambar1..............  3.2.8 Halaman Game gambar2........................................  3.2.8a Halaman Loading Game gambar2...............  3.2.9 Halaman Akhir Game ............................................  **BAB IV PENUTUP**  4.1 Kesimpulan .....................................................................  4.2 Saran ..............................................................................  **DAFTAR PUSTAKA**  **LAMPIRAN**  LAMPIRAN I : Listing Program Halaman Start Menu  LAMPIRAN II : Listing Program Halaman Pilihan Game  dan Profil  LAMPIRAN III : Listing Program Halaman Pilihan Level  LAMPIRAN IV : Listing Program Halaman Game gambar2  LAMPIRAN V : Listing Program Halaman Game gambar2  LAMPIRAN VI : Listing Program Halaman Akhir Game | I |
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| iii |
| iv |
| v |
| vii |
| xi |
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| 1 |
| 2 |
| 2 |
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| 4 |
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| 4  5 |
| 6 |
| 7 |
| 8  8  8  9  9  10  10  11 |
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| 12  12  13  13  14  15  16  17  17  18  20  20  22  22  24  25  26 |