DAFTAR ISI

HALAMAN JUDUL ............................................................................. I
HALAMAN PERSETUJUAN .................................................. II
HALAMAN PENGESAHAN .................................................. III
HALAMAN PERSEMBAHAN ............................................. IV
HALAMAN MOTO ........................................................................ V
INTISARI ...................................................................................... VI
KATA PENGANTAR .................................................................... VII
DAFTAR ISI .................................................................................. X
DAFTAR GAMBAR ........................................................................ XIV

BAB I PENDAHULUAN ................................................................. 1
1.1 Latar Belakang Masalah .................................................. 1
1.2 Rumusan Masalah .......................................................... 3
1.3 Ruang Lingkup ............................................................... 3
1.4 Tujuan Penelitian ............................................................ 4

BAB II TINJAUAN PUSTAKA DAN DASAR TEORI ...... 5
2.1 Tinjauan Pustaka ............................................................ 5
2.2 Dasar Teori ................................................................. 6
2.1.1 Android ................................................................. 6
2.1.2 Versi Android .......................................................... 7
2.1.3 Android SDK ............................................................ 8
BAB III ANALISIS DAN PERANCANGAN SISTEM...... 11

3.1 ANALISIS SISTEM ........................................... 11

3.1.1 Analisis Aplikasi............................................ 12

3.1.1.1 Input Sistem.............................................. 12

3.1.1.2 Output Sistem............................................ 12

3.1.2 Spesifikasi Perangkat Lunak............................... 13

3.1.3 Spesifikasi Perangkat Keras............................... 14

3.2 Perancangan Sistem ........................................... 14

3.2.1 Pemodelan .................................................... 14

3.2.1.1 Use Case Diagram ....................................... 15

3.2.1.2 Class Diagram............................................. 15

3.2.1.3 Sequence Diagram ....................................... 17

3.2.1.4 Activity Diagram ........................................ 20

3.2.2 Rancangan Desain Game Perang Helikopter ........... 21

3.2.2.1 Tampilan Main Menu .................................... 21
3.2.2.2 Rancangan Tampilan Game .............................................22
3.2.2.3 Rancangan Tampilan Bos .............................................23
3.2.2.4 Rancangan Tampilan Game Over ..................................24
3.2.2.5 Rancangan Tampilan High Score .................................25
3.2.2.6 Rancangan Tampilan Angket ........................................25

BAB IV IMPLEMENTASI DAN PEMBAHASAN SISTEM..27

4.1 Implementasi Sistem .........................................................27
4.1.1 Program Splash Screen ..................................................27
4.1.2 Program Menu Utama ......................................................30
4.1.3 Program Menampilkan Highscore .................................30
4.1.4 Program Activity Game ..................................................30
4.1.4.1 Inisialisasi Game .................................................30
4.1.4.2 Program Mulai Game .............................................31
4.1.4.3 Program Pesawat Musuh ........................................32
4.1.4.4 Program Cek Tabrakan ...........................................32
4.1.4.5 Menampilkan Game Over ........................................33
4.2 Pembahasan Sistem .........................................................34
4.2.1 Pengujian Program ....................................................35
4.2.1.1 Pengujian Dengan Emulator .................................35
4.2.1.2 Pengujian Menggunakan Perangkat Android ........36
4.2.1.3 Pengujian Menggunakan Angket Kuesioner .............37
BAB V    KESIMPULAN DAN SARAN ...................... 41

5.1  Kesimpulan .......................................................... 41

5.2  Saran ................................................................. 42

DAFTAR PUSTAKA ...................................................... 43
DAFTAR GAMBAR

Gambar 3.1 Use case diagram Game Perang Bintang .......15
Gambar 3.2. Class Diagram Game Perang Bintang ..........16
Gambar 3.3 Sequence Diagram Splash Screen ..............18
Gambar 3.4 Sequence Diagram Start Game .................18
Gambar 3.5 Sequence Diagram Highscore......................18
Gambar 3.6 Sequence Diagram Options.........................18
Gambar 3.7 Sequence Diagram Help .............................19
Gambar 3.8 Sequence Diagram About ............................19
Gambar 3.9 Sequence Diagram Angket ..........................19
Gambar 3.10 Sequence Diagram Exit ............................19
Gambar 3.11 Activity Menampilkan Splash Screen ..........20
Gambar 3.12 Activity Menampilkan Main Menu ..............20
Gambar 3.13 Activity Menampilkan Game Play ..............21
Gambar 3.14 Rangan Tampilan Main Menu....................21
Gambar 3.15 Rancangan Tampilan Game .......................22
Gambar 3.16 Rancangan Tampilam Bos .........................23
Gambar 3.17 Rancangan Tampilan Game Over ..............24
Gambar 3.18 Rancangan Tampilan High Score ...............25
Gambar 3.19 Rancangan Tampilan Angket ....................25
Gambar 4.1 Tampilan uji coba aplikasi game pada
     Emulator..................................................35
Gambar 4.2 Tampilan uji coba aplikasi game pada perangkat android..............................36
Gambar 4.3 Hasil angket soal no 1...............................37
Gambar 4.4 Hasil angket soal no 2...............................37
Gambar 4.5 Hasil angket soal no 3...............................38
Gambar 4.6 Hasil angket soal no 4...............................38
Gambar 4.7 Hasil angket soal no 5...............................38
Gambar 4.8 Hasil angket soal no 6...............................39
Gambar 4.9 Hasil angket soal no 7...............................39
Gambar 4.10 Hasil angket soal no 8.............................39
Gambar 4.11 Hasil angket soal no 9.............................40
Gambar 4.12 Hasil angket soal no 10.........................40