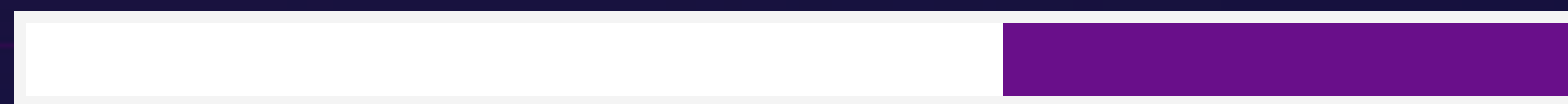




PERANG EINTANG

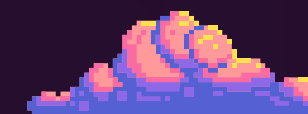
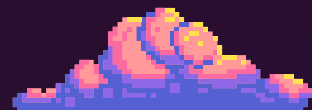


PLAY

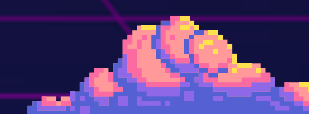
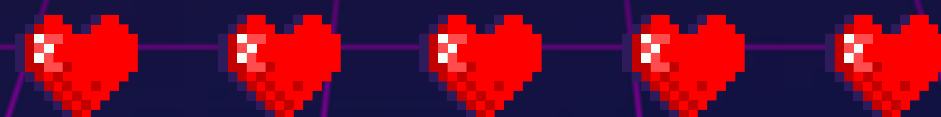
MENU

EXIT





WELCOME TO OUR
PROJECT



EXIT

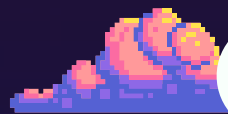
GROUP MEMBER'S



ANJU RODO OLDO Y.



DIMAS FATURROHIM



M. MEAZZA APRILIANDA



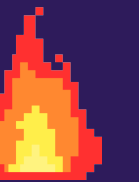
FATUR ARKAN S.



M. DAFFA ABIYU M



LILIS SWASTIKA

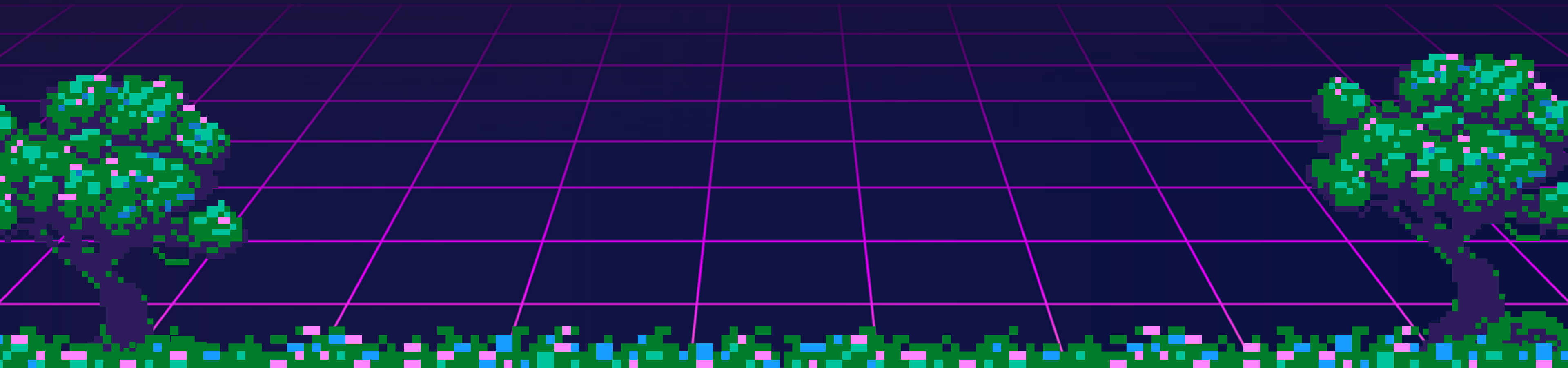


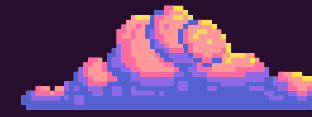
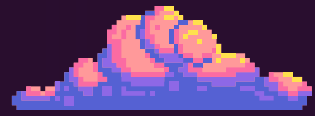
EXIT



GAME CONCEPT

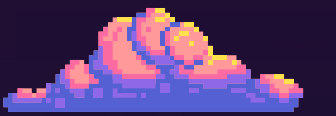
GAME BERKONSEP PEPERANGAN LUAR ANGKASA MELAWAN
BERBAGAI MUSUH BERBAHAYA YANG MENANTI





CLASS

BERIKUT BEEBERAPA CLASS YANG
TERDAPAT DALAM RANCANGAN AWAL
GAME



CLASS : • CLASS GAME,
• CLASS PEMAIN



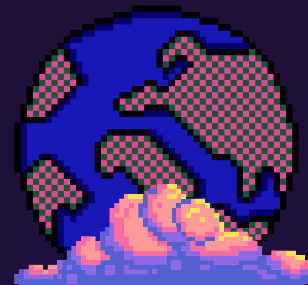
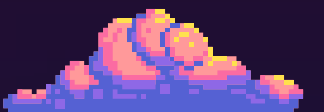
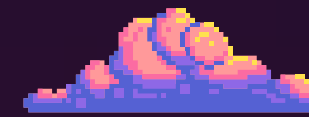
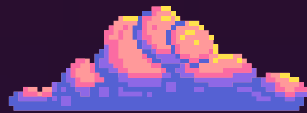
EXIT



UNIFIED MODELLING LANGUAGE (UML)



PLAY



SEE U NEXT
WEEK