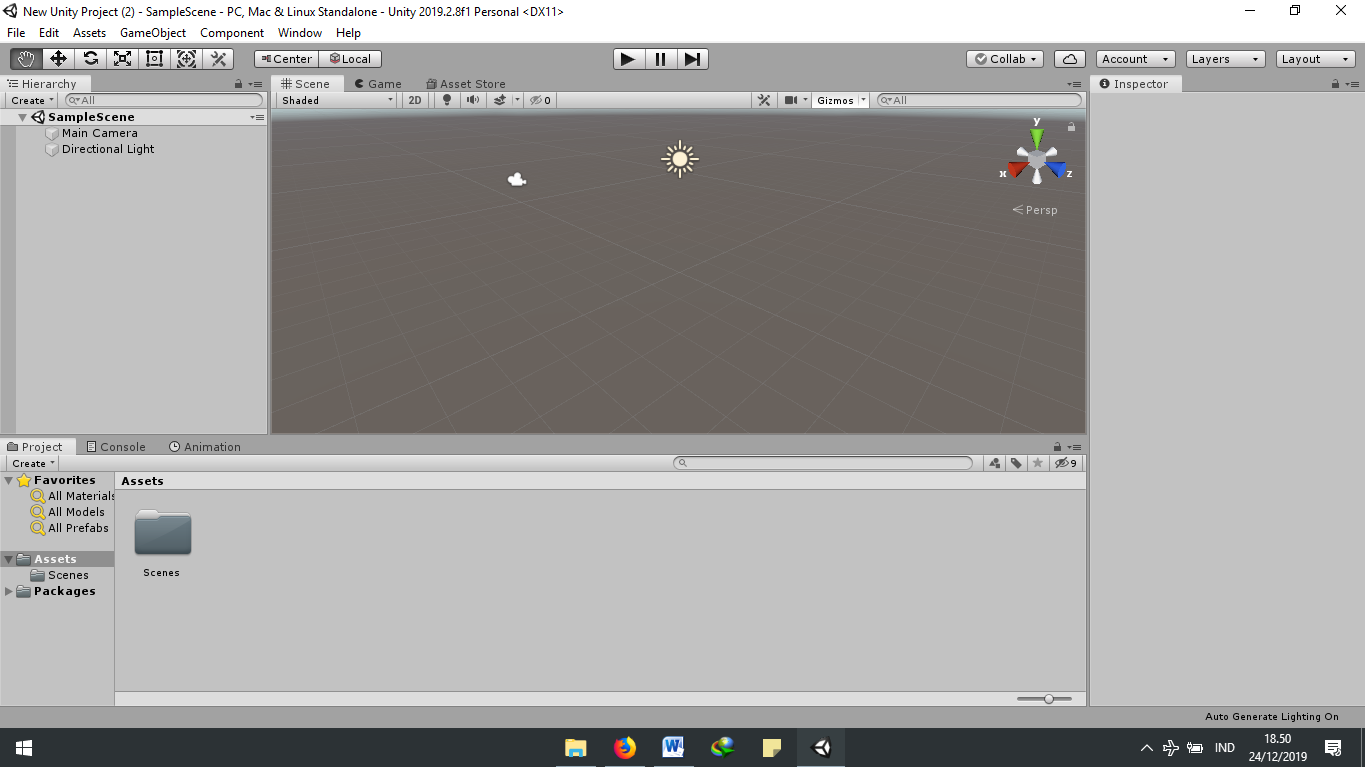
Ivanovitcz AAR

L200170153 / A

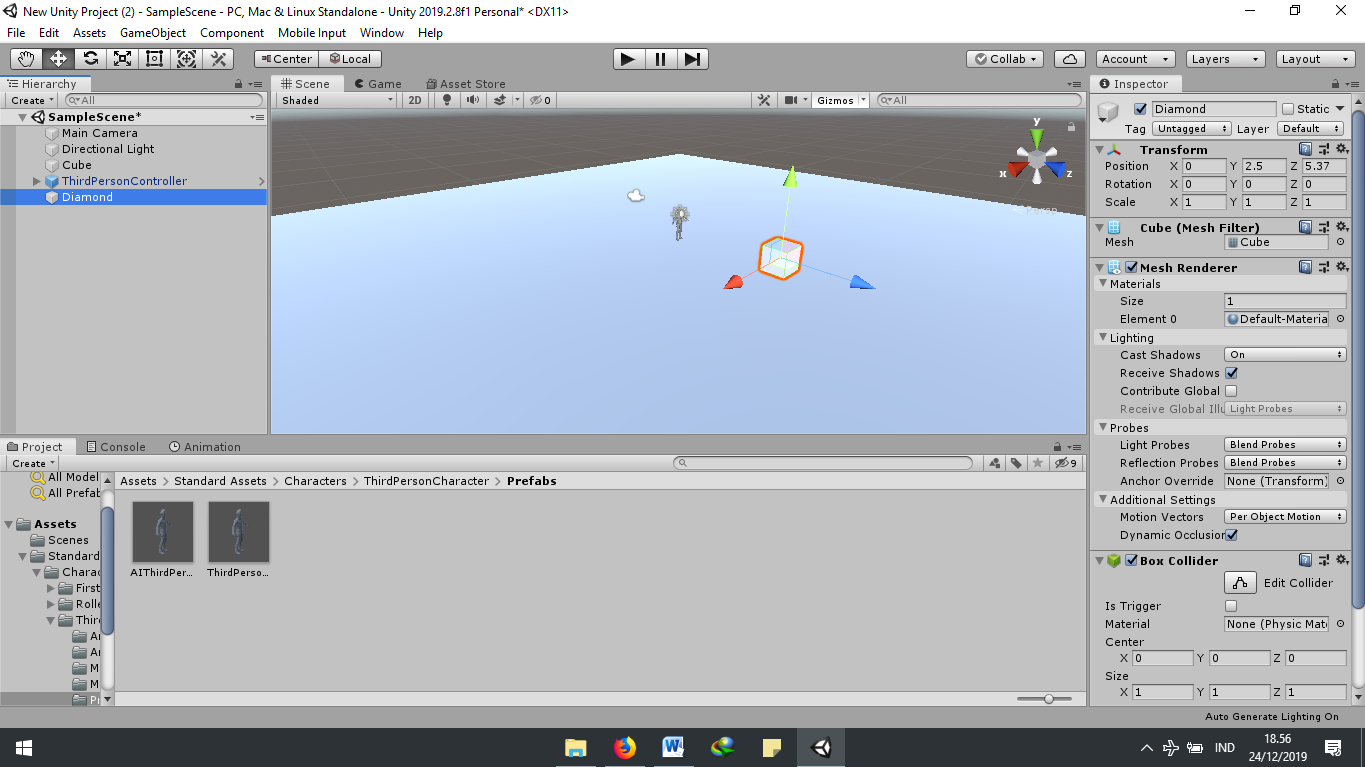
Praktikum Pemrograman Game dan Animasi

**MODUL 8**

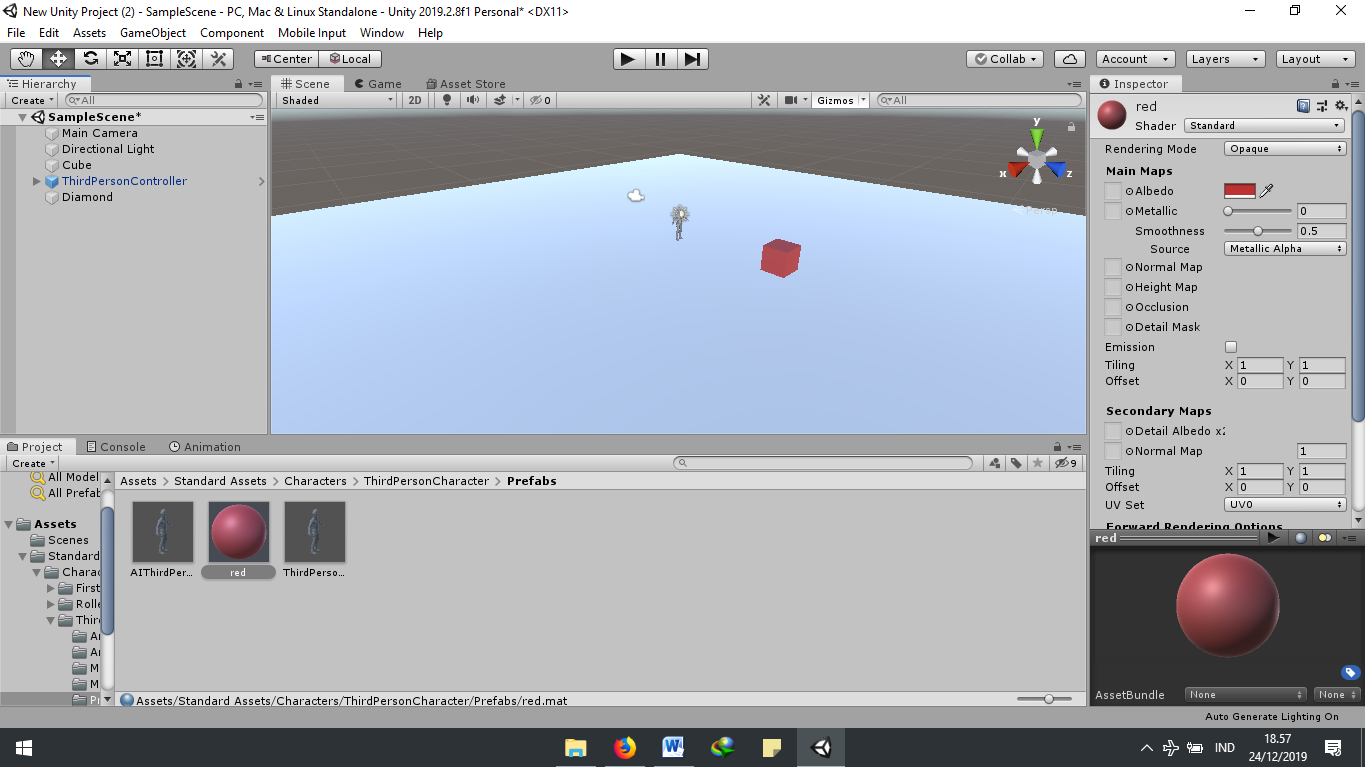
1. New Project



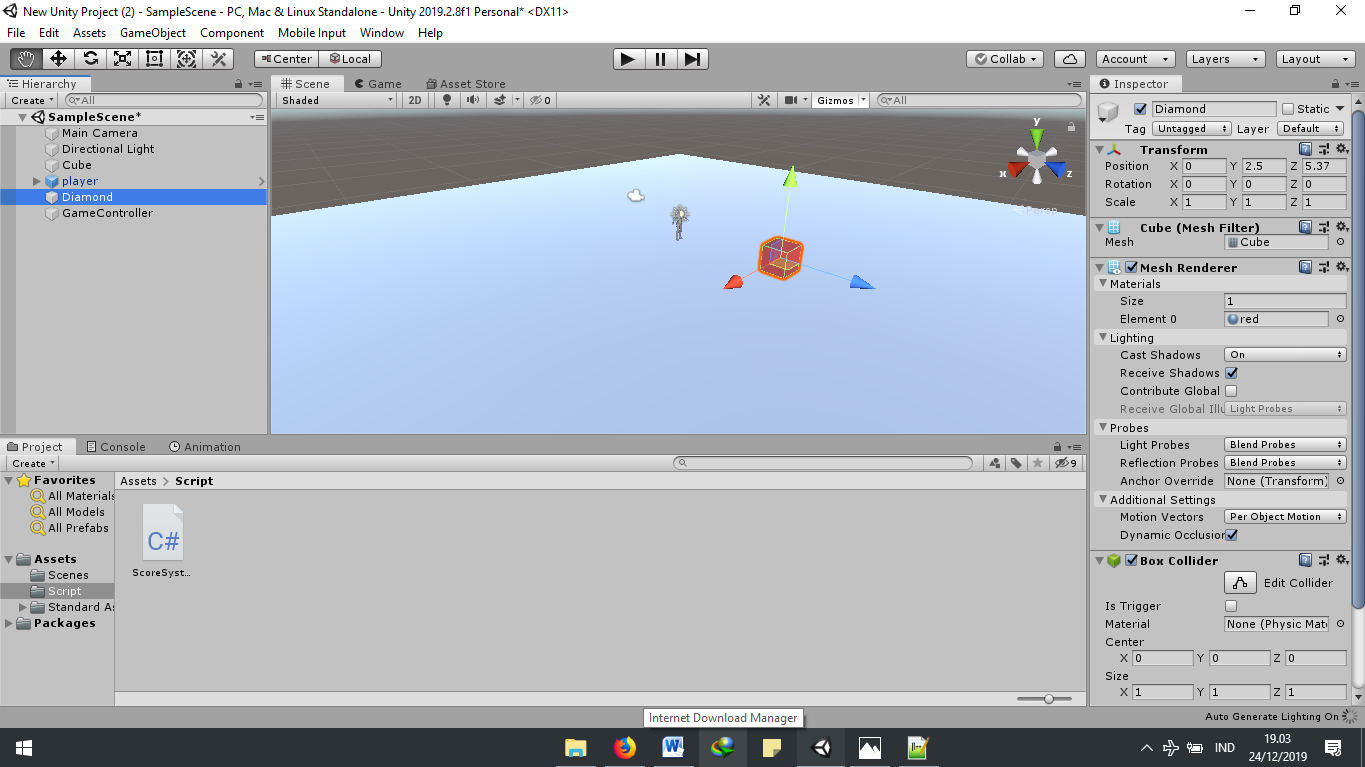
1. Object baru



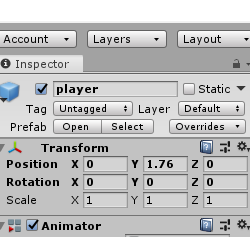
1. Menambahkan material



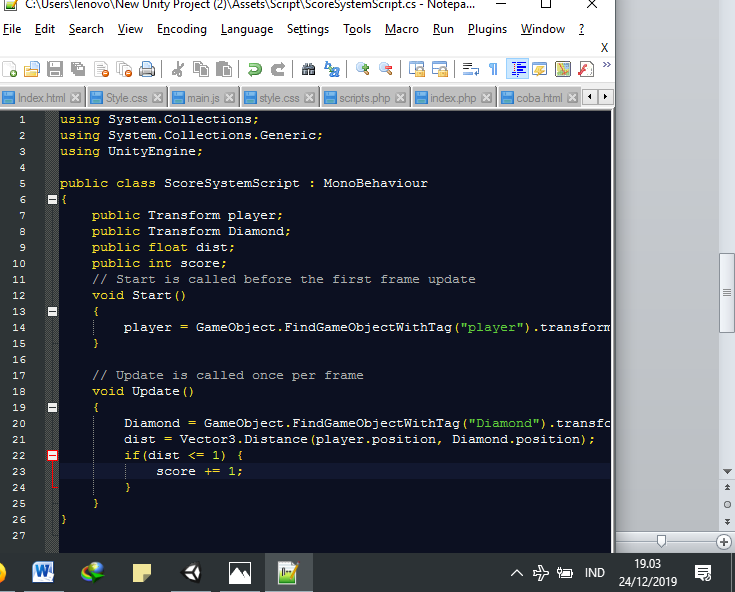
1. GameController
2. Folder Script
3. New Script



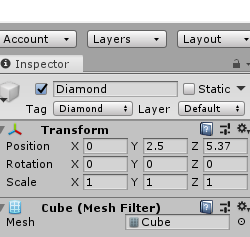
1. Script
2. Save
3. Ubah tag player



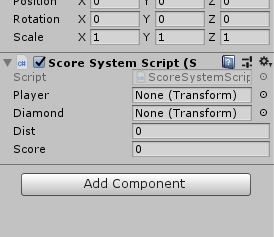
1. Tambah Script



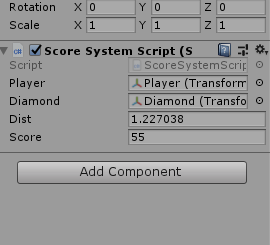
1. Tambah tag
2. Ubah tag



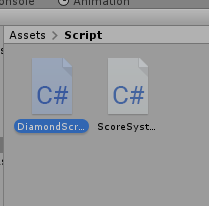
1. Script
2. GameController
3. Add component



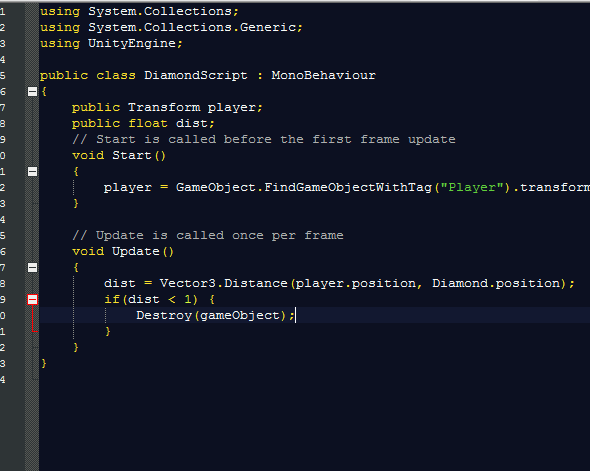
1. Play



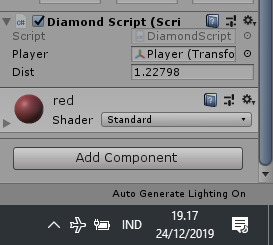
1. New script



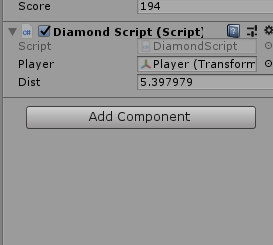
1. Edit script



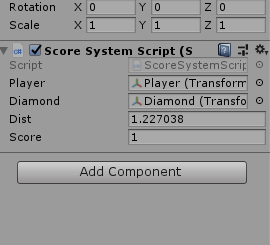
1. Add component



1. Add Component pada GameController



1. Play



1. Tugas

