Cover

# Konsep (Concept)

## Gameplay

D

## Pemain dan Objek

D

# Arah Seni (Art Direction)

## Arah Visual (Visual Direction)

D

## Arah Audio (Audio Direction)

D

## Antarmuka (User Interface)

# Detail Teknis (Technical Detail)

D

## Kemampuan Anggota Tim (Team Member’s Skill)

D

## Spesifikasi Permainan (Game Specification)

D core 2 duo > cpu

# Rangkuman (Overview)

## Seni Konsep (Concept Art)

Dd

## Filosofi permainan (Game Philosophy)

d

# Kesempatan Pasaran (Market Opportunity)

d