Table of content

SKRIPSI TITLE

LETTER OF APRROVAL

LETTER OF VALIDITY

STATEMENT OF ORIGINAL AUTHORSHIP

PREFACE i

ABSTRACT iii

ABSTRAK iv

TABLE OF CONTENT. v

LIST OF FIGURES vii

CHAPTER 1 Introduction 1

1.1 Background 1

1.2 Problem Identification 4

1.3 The Scope of Study 4

1.4 Objectives 5

1.5 Benefits 6

CHAPTER 2 Theoretical Background 7

2.1 Definition of Unity 7

2.1.1 Scene View 8

2.1.2 Game View 8

2.1.3 Hierarchy view 9

2.1.4 Project View 9

2.1.5 Inspector View 10

2.2 PlayerPrefs 10

2.3 Visual Studio (IDE) 11

2.4 C# (Programing Language) 11

2.5 PHP (Scripting Language) 12

2.6 Web Hosting 13

2.7 Json 14

2.8 Unity Asset Store 16

2.9 Network 17

2.10 Database 19

2.11 MySql 19

CHAPTER 3 Research Methodology 21

3.1 Research Object 21

3.2 Location 21

3.3 Data Analysis 22

3.4 Data Analyzing Method 22

CHAPTER 4 RESULT & DESIGN 25

4.1 Result 25

4.1.1 System Diagram 25

4.1.2 Design 30

4.2 Analysis and Discussion 42

4.2.1 Analysis 42

4.2.2 Discussion 42

CHAPTER 5 CONCLUSION & SUGESSTION 44

5.1 Conclusion 44

5.2 Suggestion 44

LIST OF REFERENCE 45

LIST OF FIGURES

Figure 4.1 Flowchart Beginning Game 25

Figure 4.2 Flowchart Login Scene 26

Figure 4.3 Flowchart Main Menu 27

Figure 4.4 Flowchart Game Scene 29

Figure 4.5 Loading Scene 30

Figure 4.6 LogIn Scene 31

Figure 4.7 Event 32

Figure 4.8 Menu 33

Figure 4.9 User Information Detail 34

Figure 4.10 Setting 35

Figure 4.11 Leaderboard 36

Figure 4.12 Check Connection 37

Figure 4.13 Warning User Login 38

Figure 4.14 Chat Room 39

Figure 4.15 Game 40

Figure 4.16 High Score 41