Table of content

SKRIPSI TITLE

LETTER OF APRROVAL

LETTER OF VALIDITY

STATEMENT OF ORIGINAL AUTHORSHIP

PREFACE i

ABSTRACT ii

TABLE OF CONTENT. iii

LIST OF FIGURES v

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 5

CHAPTER 2 Theoretical Background 6

2.1 Definition of Unity 6

2.1.1 Scene View 7

2.1.2 Game View 7

2.1.3 Hierarchy view 8

2.1.4 Project View 8

2.1.5 Inspector View 8

2.2 PlayerPrefs 9

2.3 Visual Studio (IDE) 9

2.4 C# (Programing Language) 10

2.5 PHP (Scripting Language) 11

2.6 Web Hosting 11

2.7 Json 12

2.8 Unity Asset Store 14

2.9 Network 15

2.10 Database 16

2.11 MySql 17

CHAPTER 3 Research Methodology 18

3.1 Research Object 18

3.2 Location 18

3.3 Data Analysis 18

3.4 Data Analyzing Method 19

CHAPTER 4 RESULT & DESIGN 21

4.1 Result 21

4.1.1 System Diagram 21

4.1.2 Design 26

4.2 Analysis and Discussion 38

4.2.1 Analysis 38

4.2.2 Discussion 38

CHAPTER 5 CONCLUSION & SUGESSTION 39

5.1 Conclusion 39

5.2 Suggestion 39

LIST OF REFERENCE 40

LIST OF FIGURES

Figure 4.1 Flowchart Beginning Game 21

Figure 4.2 Flowchart Login Scene 22

Figure 4.3 Flowchart Main Menu 23

Figure 4.4 Flowchart Game Scene 25

Figure 4.5 Loading Scene 26

Figure 4.6 LogIn Scene 27

Figure 4.7 Event 28

Figure 4.8 Menu 29

Figure 4.9 User Information Detail 30

Figure 4.10 Setting 31

Figure 4.11 Leaderboard 32

Figure 4.12 Check Connection 33

Figure 4.13 Warning User Login 34

Figure 4.14 Chat Room 35

Figure 4.15 Game 36

Figure 4.16 High Score 37