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 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 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