

NPM:	2106750446	Nama:	Dylan Adiprawira
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*Tulis jawaban di ruang yang telah disediakan dan boleh dilengkapi dengan gambar.
Kumpulkan melalui slot pengumpulan di Scele. Jangan lupa untuk menuliskan NPM dan nama. Tenggat waktu: Kamis, 19 Februari 2025 pukul 21:00.*

Pada *worksheet* ini, kamu diminta untuk **bermain 4 game** dan **menjawab 12 pertanyaan** terkait *game* yang kamu mainkan.

Game yang perlu kamu mainkan, yaitu:

- [Doom \(id Software, 1993\)](#)
 - Dapat dimainkan di *web browser* modern.
- [Baba is You \(Jam Build\)](#)
 - Perlu diunduh dahulu.
- [Life of a Polygon \(Tan Kang Soon & Chue Sai Hou\)](#)
 - Dapat dimainkan di *web browser* modern. Sangat disarankan untuk dimainkan hingga tamat.
- [Konkr](#)
 - Dapat dimainkan di *web browser* modern.

Alokasikan waktu paling lama 30 menit untuk memainkan setiap game. Kami tidak menyarankan untuk bermain lebih dari waktu yang ditentukan, kecuali kalau kamu memang ada waktu luang.

Jika sudah selesai bermain, jawablah pertanyaan-pertanyaan berikut:

1. Jelaskan secara singkat cara memainkan masing-masing *game*! (*verbs/procedures*)

Jawaban	
Doom	Fps, clunky. Game susah di-control karena movement pake wasd dan controlsnya juga tidak terbiasa. Goal is to kill demons and reach the objective.
Baba is You	Puzzle game, goal is to get to flag while arranging 'flag is win' & 'baba is you'
Life of a Polygon	WASD movement, Parkour, Platforming. Game Cuma sesimple movement wasd to get from point a to b.

Konkr	Civ like, turn-based strategy game. Goal is to expand, manage economy & kill opponents.
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2. .Apa tujuan (*objective*) yang diberikan ke pemain di masing-masing *game*?

<i>Jawaban</i>	
Doom	Shoot demons, have fun, get to the next level
Baba is You	Think, move rocks, get to goalpost
Life of a Polygon	Parkour, understand the narratives, follow the instructions
Konkr	Get resources, get rich, conquer other nations and move on to the next level

3. Sebutkan sumber daya (*resources*) yang dapat digunakan oleh pemain pada masing-masing *game*?

<i>Jawaban</i>	
Doom	Guns, med-packs, ammos
Baba is You	Moveables(rocks, objects, etc.)
Life of a Polygon	Movement physics, those portals that you can shoot and those colour clouds that you can use to change forms.
Konkr	Land, money, troops.

4. Deskripsikan cara *game-game* ini menimbulkan konflik (*conflict*)!

<i>Jawaban</i>	
Doom	Demons trying to kill us.
Baba is You	Puzzles.
Life of a Polygon	Death traps (lava, crushers, etc.)
Konkr	Enemy nations trying to kill us.

5. Refleksikan pengalaman bermain kamu setelah memainkan *game-game* tersebut dengan mengingat kembali **kesulitan** yang dihadapi selama bermain. Beberapa contoh pertanyaan pemicu yang dapat kamu gunakan:

a. Apakah kamu merasa *game*-nya semakin menantang sepanjang permainan?

- b. Menurut kamu, apa saja hal-hal di dalam *game* itu yang membuat kamu merasa permainannya semakin menantang?
- c. Ketika kamu menemui tantangan baru di dalam *game*, apakah kamu merasa terbantu dari tantangan yang pernah kamu selesaikan atau kuasai di dalam *game* tersebut?

Jawaban	
Doom	<ul style="list-style-type: none">a. Yes, the level gets more complicated, resources becoming thinner and enemies getting harder.b. Resource management and probably the damage dealt by them because I played on the hardest difficulty.c. No, probably because I've played other doom games that gives me the knowledge I need to play this.
Baba is You	<ul style="list-style-type: none">a. Yes, each level gets harder and more weird so much that I dumped the game on the 4th level.b. Its unconventional and im not good at these kind of games.c. Kind of, I didn't read the manual of the game so everything I did was based on my knowledge of the previous levels.
Life of a Polygon	<ul style="list-style-type: none">a. No, The platforming gets 'harder' because of more obstacles, but the mechanic remains the same.b. I don't find this game challenging at all.c. As I said on point (b), the game was a breeze for me so much that I don't learn anything.
Konkr	<ul style="list-style-type: none">a. No, probably because I have a lot of hours on civ games.b. The game is really not that hard, I honestly don't know what to say.c. No, there was no challenge in the first place.

6. Ceritakan premis *game-game* tersebut. Semakin singkat, padat, dan jelas semakin baik.

Jawaban	
Doom	Kill demons, have fun.
Baba is You	No story at all, all you need to do is go to the goalpost.
Life of a Polygon	Follow the pink polygon and conquer each obstacles.
Konkr	get land, get money, kill others.

7. *Type of fun* apa saja yang disajikan oleh masing-masing *game* ini? Mengapa demikian?

Jawaban	
Doom	Mindless shooting pure adrenaline fun.
Baba is You	Puzzle 'games' are not fun at all.
Life of a Polygon	Fun obstacle course. Because i can show off my parkouring skills?
Konkr	Seeing the numbers go up (money, people, etc) and the satisfaction of winning over the npc.

8. Tipe pemain seperti apa yang mungkin menikmati *game-game* tersebut? Jelaskan jawabanmu.

Jawaban	
Doom	Boys. No explanations needed.
Baba is You	People who don't play games to have fun but to flex their 'IQ' to other people.
Life of a Polygon	Kids who love playing roblox obstacle courses.
Konkr	Strategy 'excel game' players who enjoys games of those kind (civ, hoi4, eu4, etc).

Pertanyaan 9 hingga 12 membahas *dynamic systems* di *game*.

9. Identifikasi minimal 3 objek (*object*) yang dapat ditemukan di masing-masing *game*!

Jawaban	
Doom	1. Doomguy (player). 2. Demons (enemy). 3. Guns.
Baba is You	1. Player. 2. Blocks. 3. Rules.
Life of a Polygon	1. main poly. 2. pink poly. 3. Obstacles.
Konkr	1. main civ. 2. enemy civ. 3. Currencies.

10. Untuk setiap objek yang telah kamu tuliskan di jawaban soal (9), coba terka apa saja atribut (*property*) dari tiap objeknya! *Hint: bayangkan diri kamu menjadi programmer yang akan mengimplementasikan objek-objek tersebut di dalam game.*

Jawaban	
Doom	1. Doomguy (player). Hp, ammo, positioning 2. Demons (enemy). Hp, movement speed, positioning 3. Guns. Damage, rate of fire, ammo
Baba is You	1. Player. Position, status, move direction 2. Rules. Effects, text, type 3. Blocks. Position, type, status
Life of a Polygon	1. main poly. Position, directional pointer, speed 2. pink poly. Position, message, shape 3. Obstacles. Size, effect, position

Konkr	<ol style="list-style-type: none"> 1. main civ. Position, size, currency 2. enemy civ. Same with main civ 3. Currencies. Gold, people, upkeep per turn
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11. Untuk setiap objek yang telah kamu tuliskan di jawaban soal (9), coba perkirakan apa saja aksi/perilaku (*behaviour*) dari tiap objek! *Hint: Aksi/perilaku objek biasanya akan mengubah state objek tersebut atau objek lainnya selama permainan berlangsung.*

Jawaban	
Doom	<ol style="list-style-type: none"> 1. Doomguy (player). Shoot, dodge, get items 2. Demons (enemy). Chase, try to kill, die when killed 3. Guns. Shoot, change guns, run out of ammo
Baba is You	<ol style="list-style-type: none"> 1. Player. Move, interact with objects, change rules 2. Blocks. Gets pushed around, change rules 3. Rules. Activate when moved, change effects
Life of a Polygon	<ol style="list-style-type: none"> 1. main poly. Move, shoot things, die 2. pink poly. Move, talk, appear/disappear 3. Obstacles. Block player, kill player, help player move
Konkr	<ol style="list-style-type: none"> 1. main civ. Develop currencies, build, kill 2. enemy civ. Same with main civ 3. Currencies. Trade for people, increased when land gained, decreased when upkeep per turn activates

12. Melanjutkan jawaban soal (10) dan (11), coba modelkan relasi (*relationship*) antar objek jika ada! Jika ada sepasang objek yang ternyata tidak memiliki relasi, jelaskan alasannya.

Jawaban	
Doom	<ol style="list-style-type: none">1. Doomguy ⇔ demons Try to kill each other2. Doomguy ⇔ guns Gets damaged by3. Guns ⇔ Doomguy Be used to kill demons
Baba is You	<ol style="list-style-type: none">1. Player ⇔ blocks Solve puzzles2. Blocks ⇔ rules Change rules3. Rules ⇔ player Be used to win
Life of a Polygon	<ol style="list-style-type: none">1. main poly ⇔ pink poly talk2. pink poly ⇔ obstacles help main poly conquer them3. Obstacles ⇔ main poly Serve as challenge
Konkr	<ol style="list-style-type: none">4. main civ ⇔ enemy civ kill each other5. enemy civ ⇔ currencies used to kill main player6. Currencies ⇔ main civ Used to kill enemy player

Referensi

Berikut ini adalah daftar referensi yang perlu kamu tinjau untuk menjawab *worksheet* ini:

- Chapter 2, 3, 4, dan 5 buku "Fullerton, Tracy. *Game design workshop: a playcentric approach to creating innovative games*. CRC press, 2014."