

```

extends Control

onready var tween = get_node("tween")

func _ready():
    pass

func _on_exit_button_pressed():
    _targets("exit_container");

func _on_ensiklopedia_button_pressed():
    _targets("ensiklopedia_container");

func playAction():
    print("Bermain!!")

func aboutAction():
    _targets("about_container");

func _on_no_button_pressed():
    _targets("start");

func _on_exit_yes_button_pressed():
    get_tree().quit();

func _targets(var screen = "start"):
    var target_coordinates = Vector2(0, 0)
    if has_node(screen):
        target_coordinates = get_node(screen).get_pos()
        get_node("buttons").set_hidden(true);
    else:
        get_node("buttons").set_hidden(false);
    var current_coordinates = get_pos()
    var distance = current_coordinates.distance_to(target_coordinates)
    var time = distance/1200
    if time > 0:
        tween.interpolate_property(self, "rect/pos", current_coordinates,
        -target_coordinates, time, Tween.TRANS_EXPO, Tween.EASE_OUT, 0)
        tween.start()

```

Class 1: menu_controller

```

extends ReferenceFrame
onready var gambar = [
    "res://assets/ensiklopedia/tampilan encyclopedia 1.png",
    "res://assets/ensiklopedia/tampilan encyclopedia 2.png",
    "res://assets/ensiklopedia/tampilan encyclopedia 3.png",
    "res://assets/ensiklopedia/tampilan encyclopedia 4.png",
    "res://assets/ensiklopedia/tampilan encyclopedia 5.png",
    "res://assets/ensiklopedia/tampilan encyclopedia 6.png"
]
onready var currentFrame = 0
onready var kontenEnsiklopedia = get_node("Sprite")
onready var tombolNext = get_node("next")
onready var tombolPrev = get_node("prev")
const MAX_FRAME = 5
const MIN_FRAME = 0

func _ready():
    currentFrame = 0
    _target(currentFrame)

func nextAction():
    currentFrame += 1
    _target(currentFrame)

func prevAction():
    currentFrame -= 1
    _target(currentFrame)

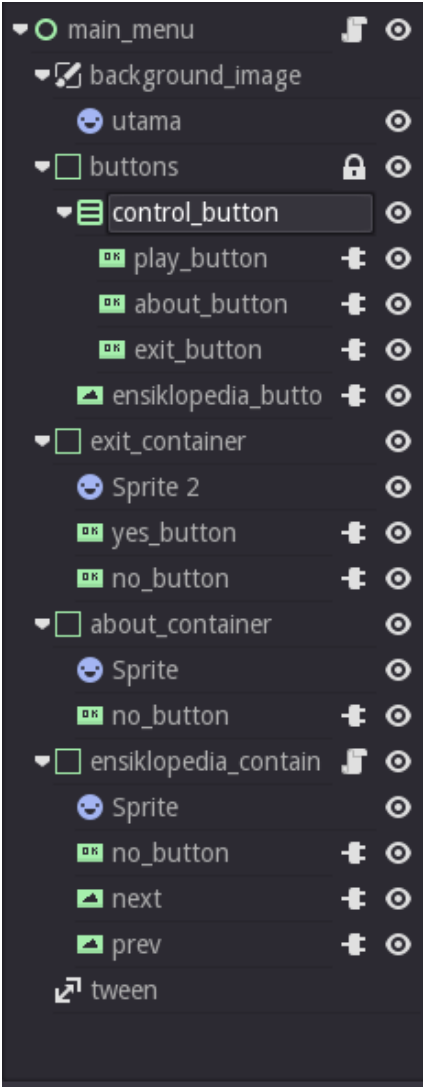
func _target(var currentFrame = 0):
    if currentFrame == MIN_FRAME:
        tombolPrev.set_hidden(true)
    elif currentFrame == MAX_FRAME:
        tombolNext.set_hidden(true)
    else:
        tombolNext.set_hidden(false)
        tombolPrev.set_hidden(false)
        kontenEnsiklopedia.get_texture().load(gambar[currentFrame])

```

Class 2: ensiklopedia_controller



Gambar 2: viewport pengembangan



Gambar 1: Hierarki viewport



Gambar 3: menu awal



Gambar 4: saat klik exit



Gambar 5: saat klik About



Gambar 6: Ensiklopedia