

LAPORAN AKHIR PRAKTIKUM

Mata Praktikum : Grafik Komputer 2

Kelas : 3IA11

Praktikum ke- : 7

Tanggal : 26/05/2025

Materi : Implementasi Game

NPM : 51422161

Nama : Muhammad Tarmidzi Bariq

Ketua Asisten : Namira

Paraf Asisten :

Nama Asisten :

1. Cahyaningrum Respati
2. Muhammad Rafi Ilham
3. Muhammad Insan Kamil
4. Intan Alifia Ramadhan

Jumlah Lembar : 18 Lembar

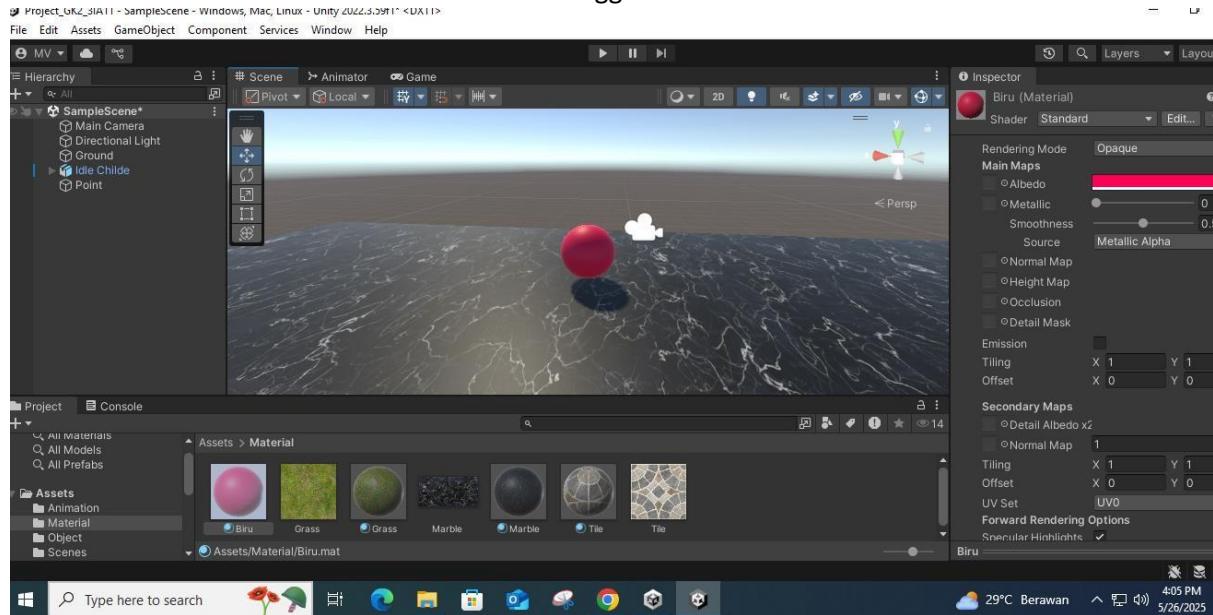


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2025

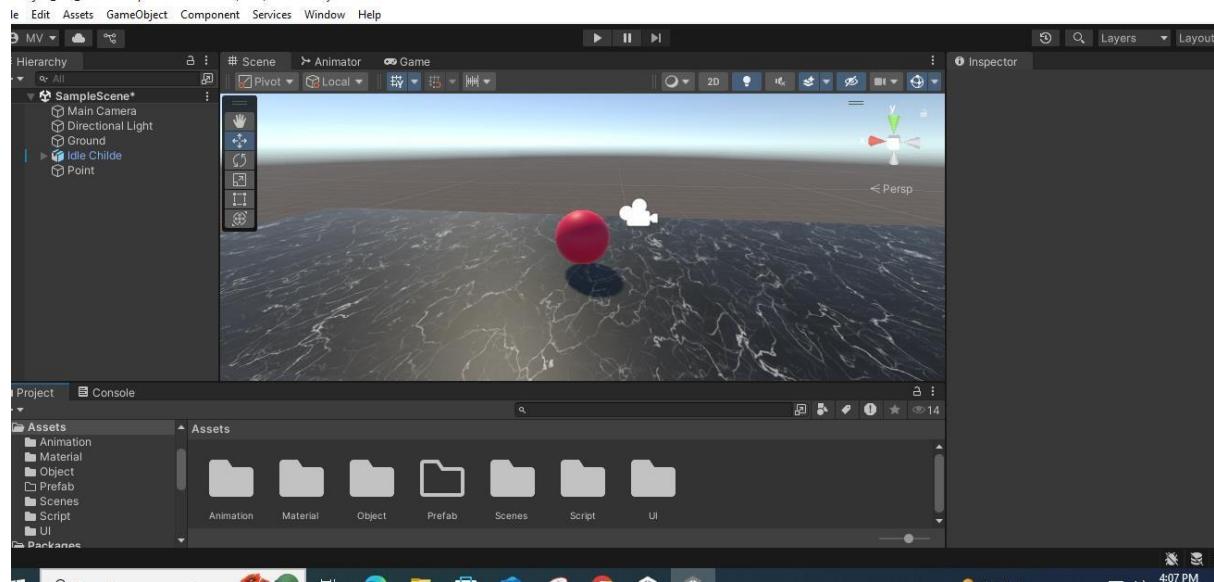
1. Tambahkan element dan beri warna menggunakan material



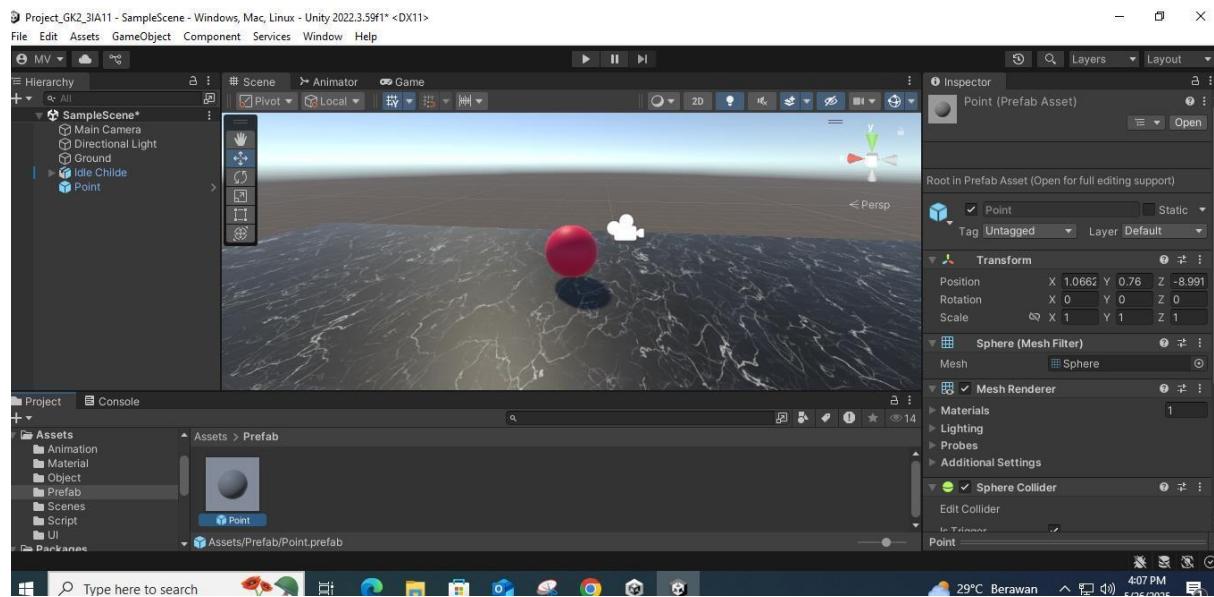
2. Perbesar element



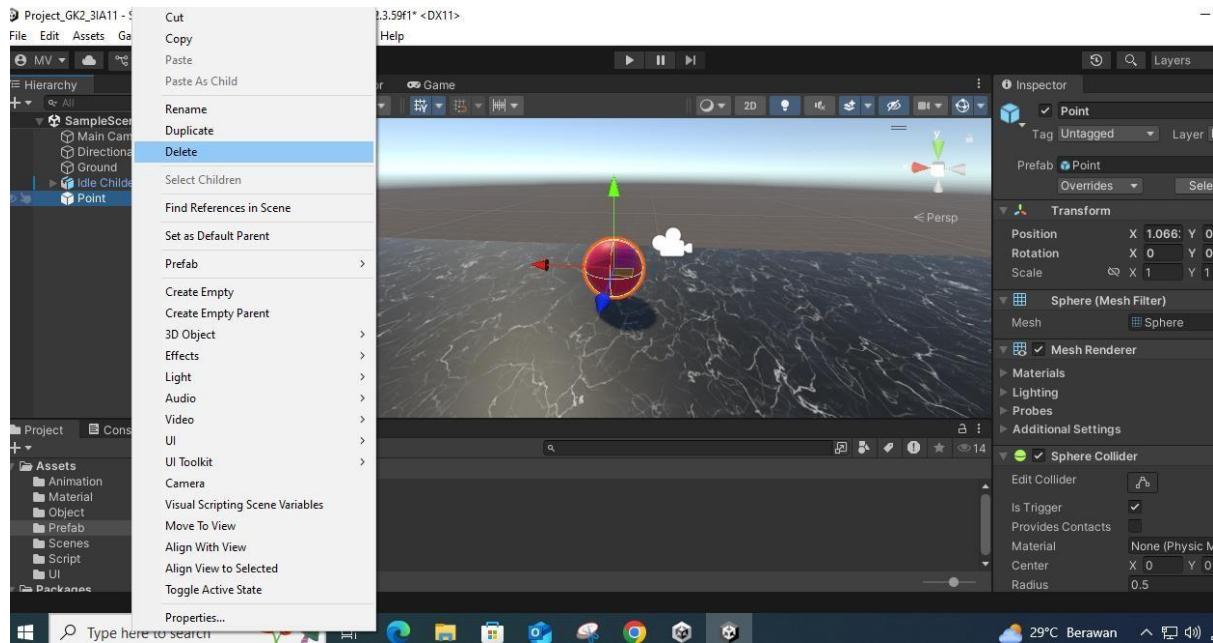
3. Ke asset tambahkan folder dengan nama Prefab



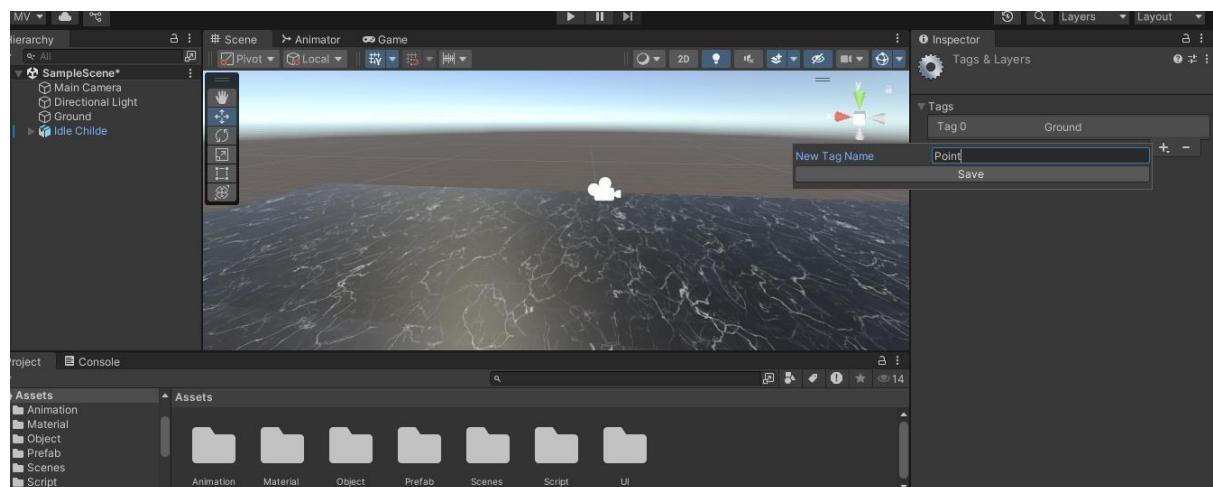
4. Tambahkan point drag and drop ke folder prefab, lalu tag untagged -> mesh renderer ceklis, sphere collider ceklis



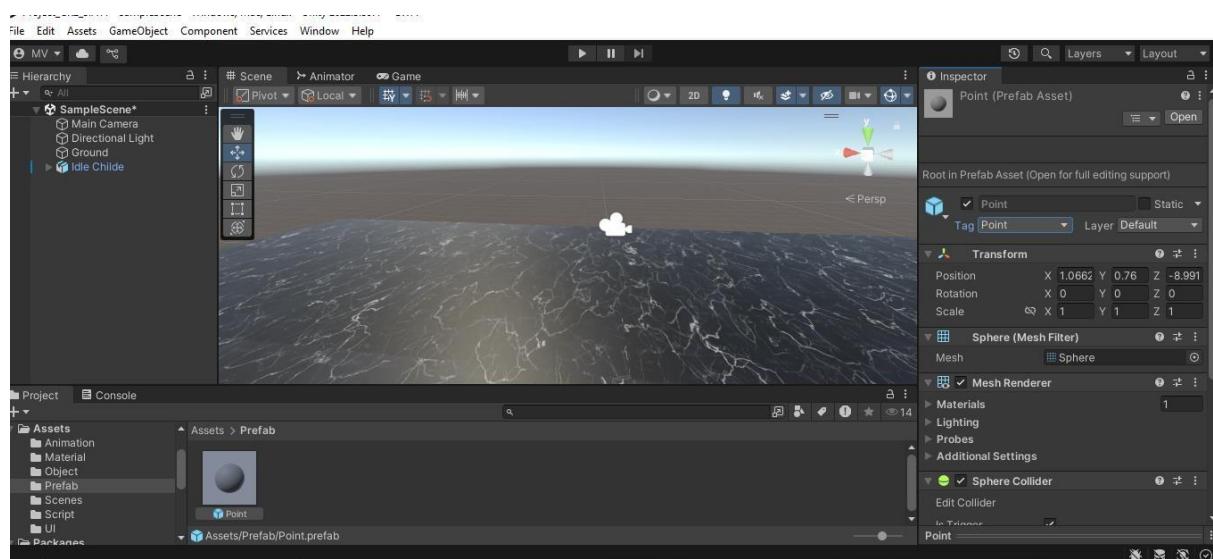
5. Delete component point di hierach



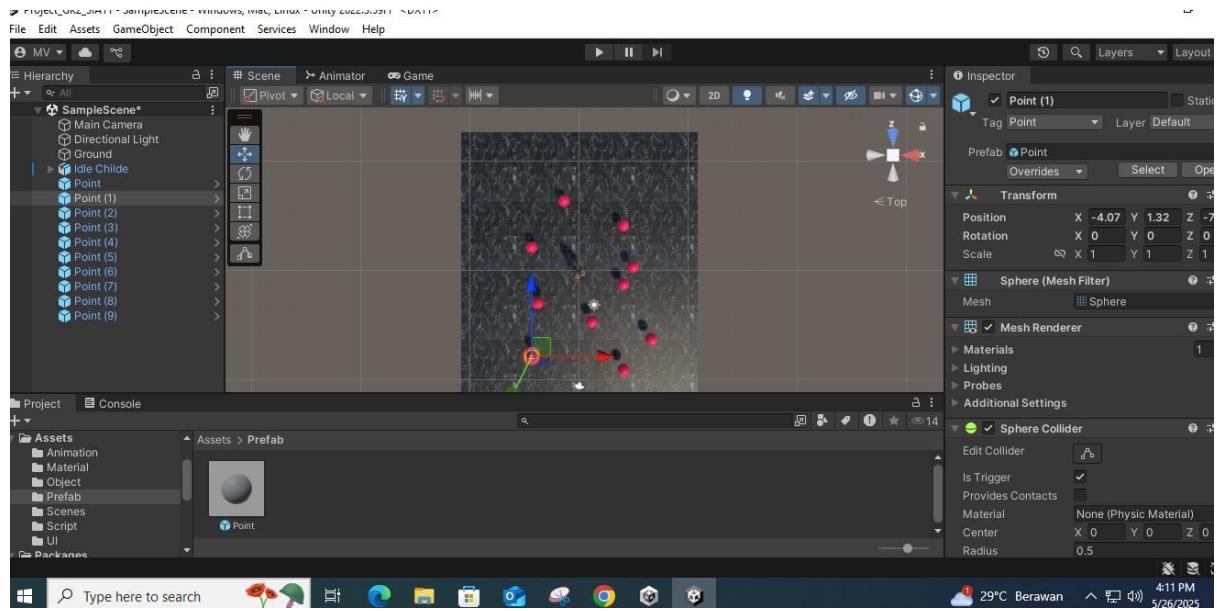
6. Tambahkan tag Point



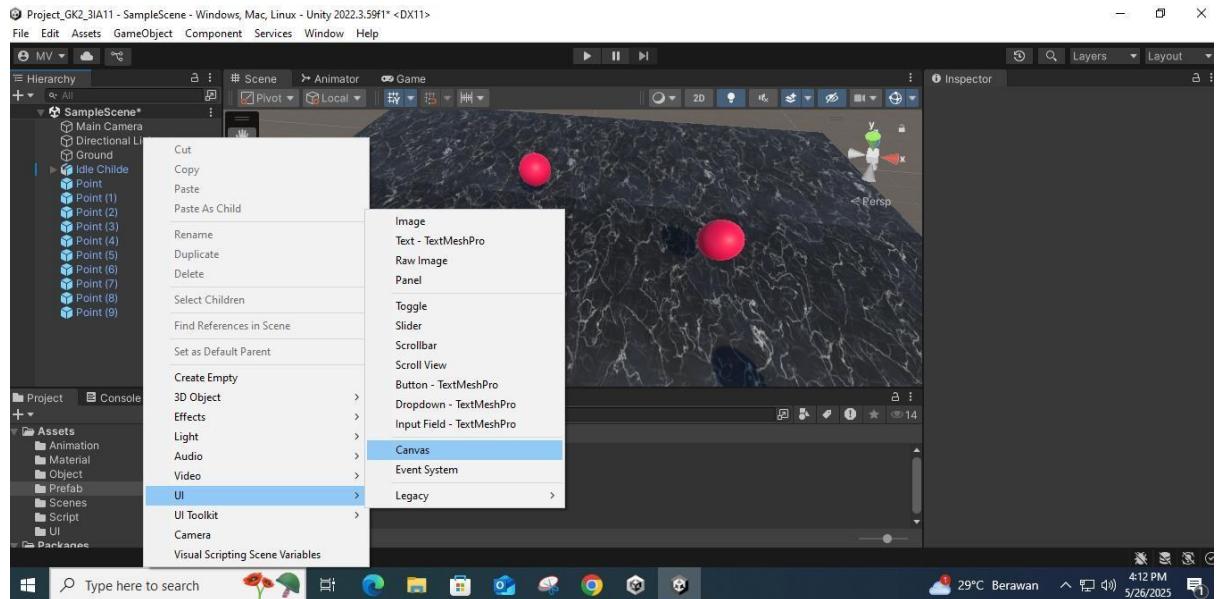
7. Ubah ke point



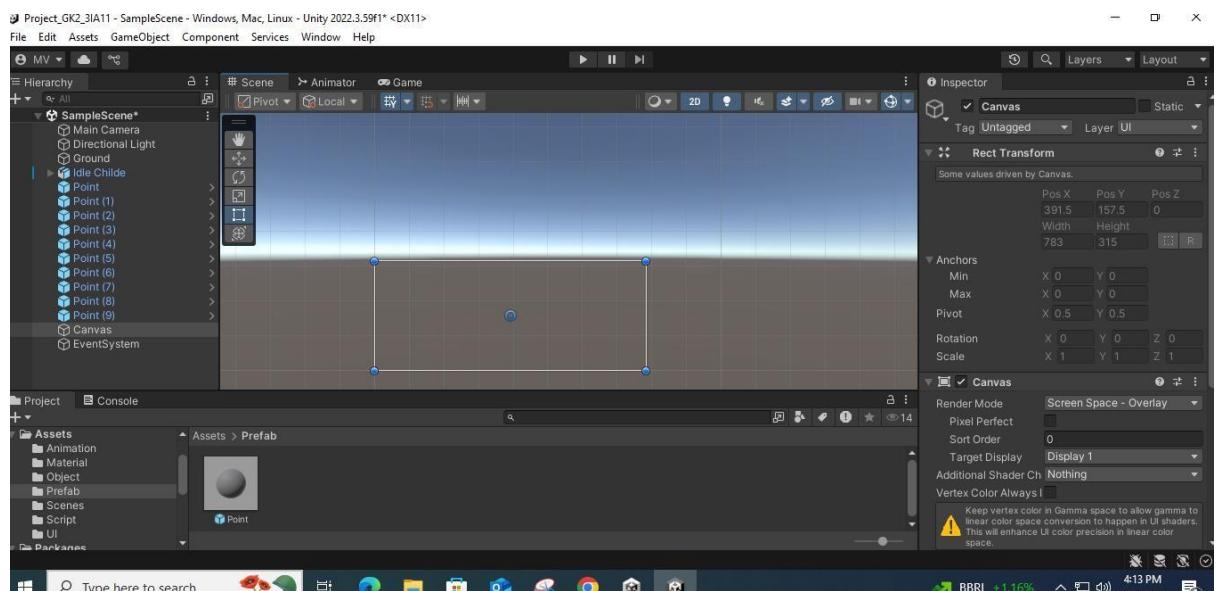
8. Tambahkan point sampai 10



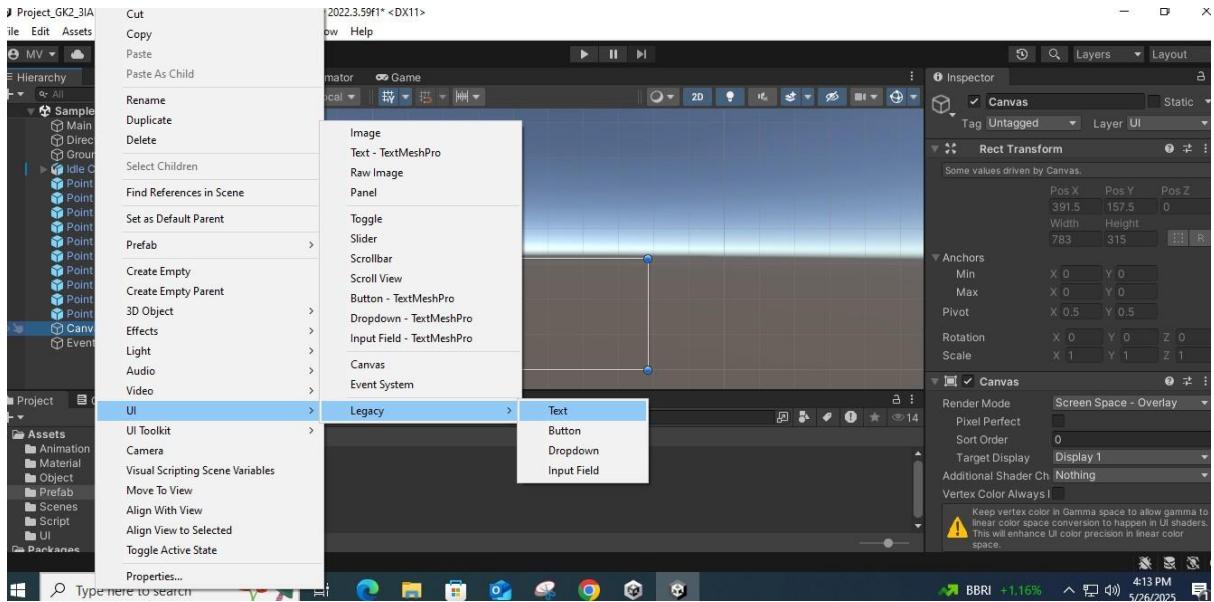
9. Ke prefab -> ui -> canvas



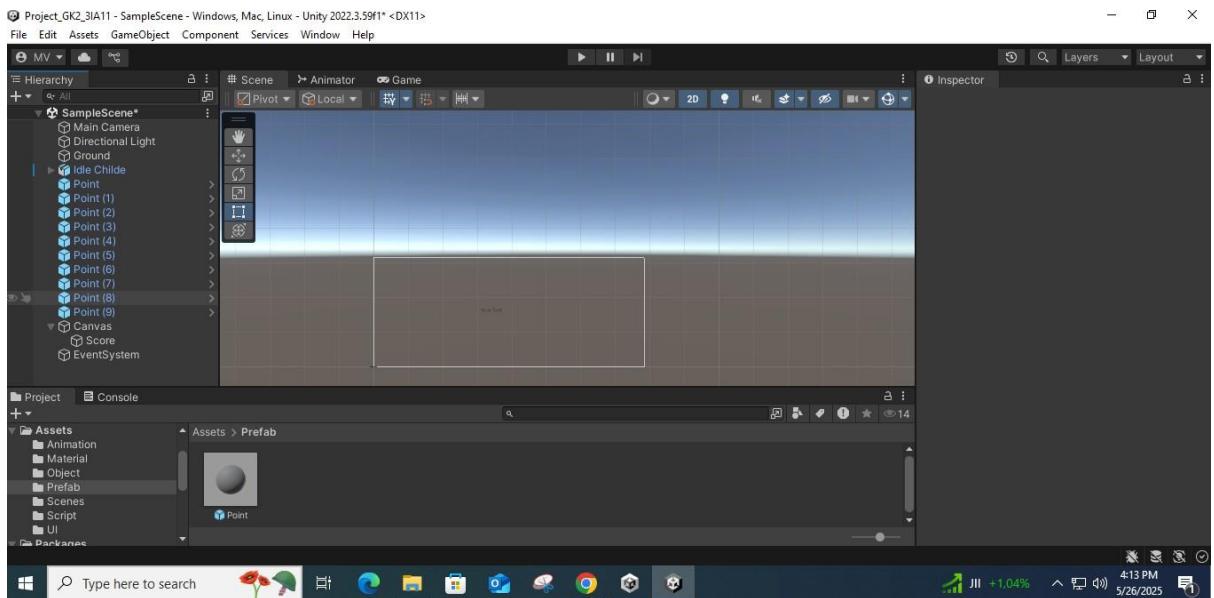
10. Canvas



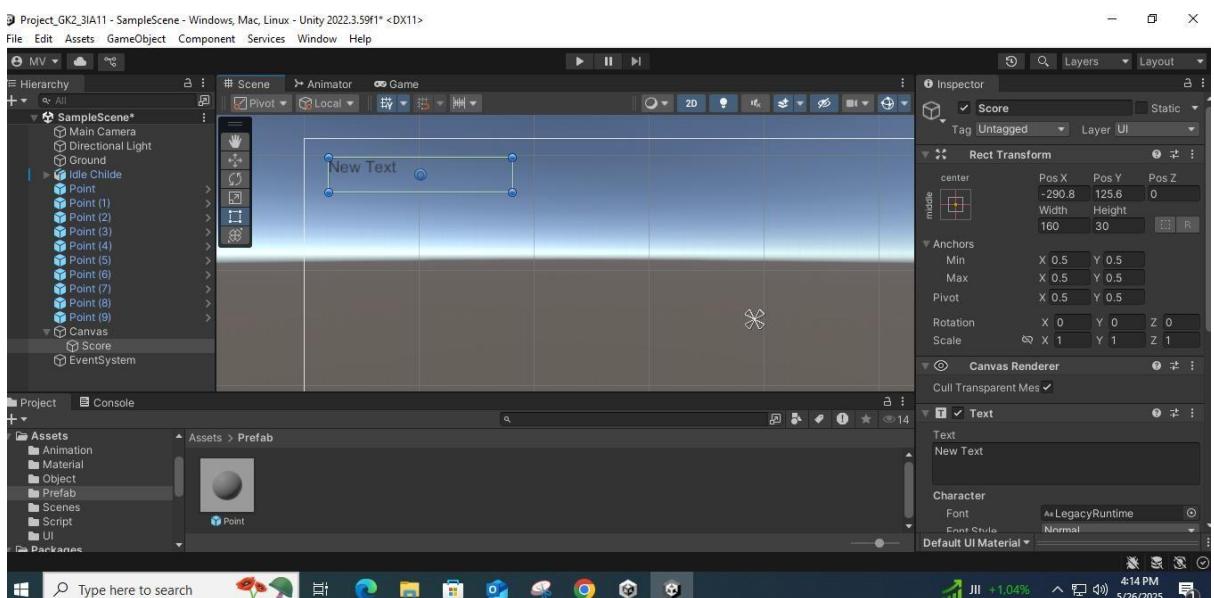
11. Klik kanan prefab -> ui -> legacy -> text



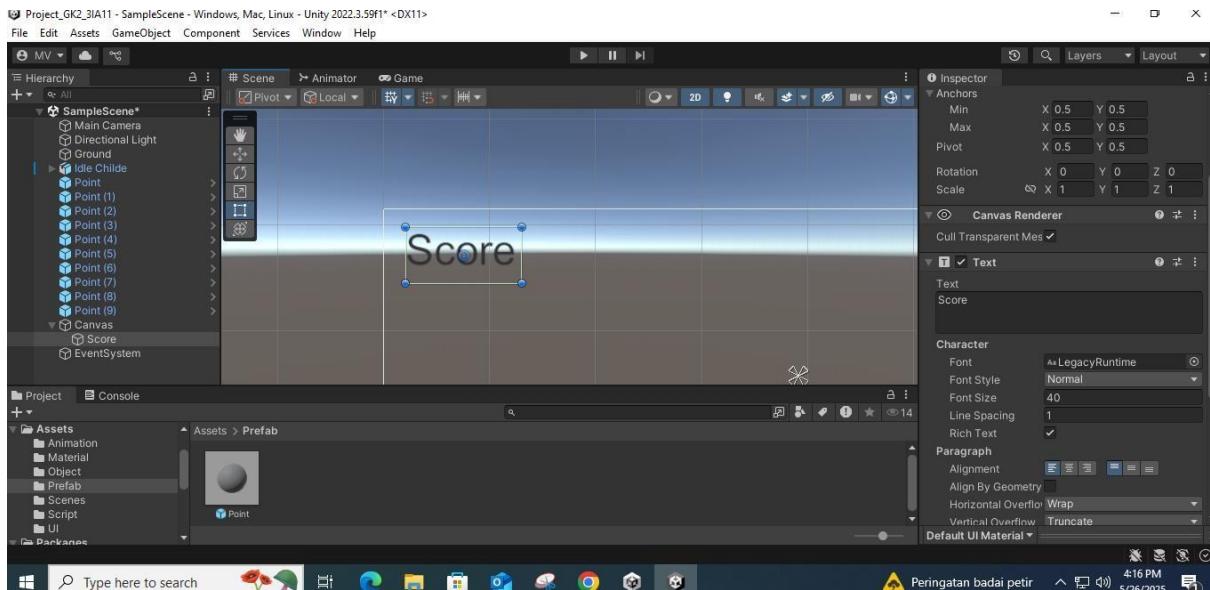
12. Berikan nama score



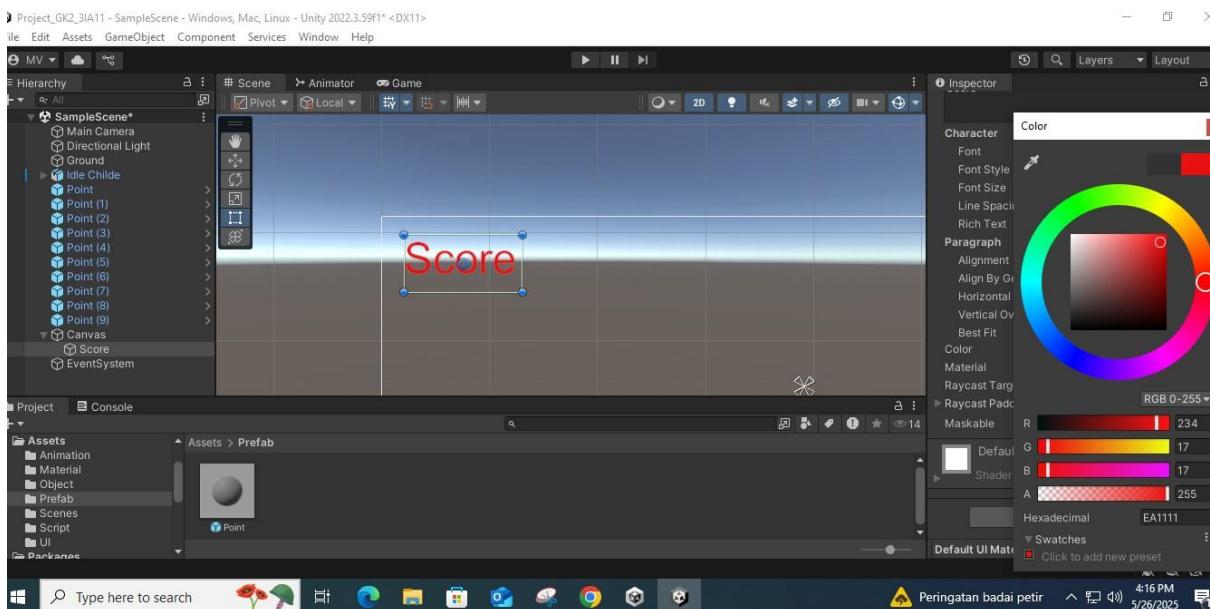
13. Ke score



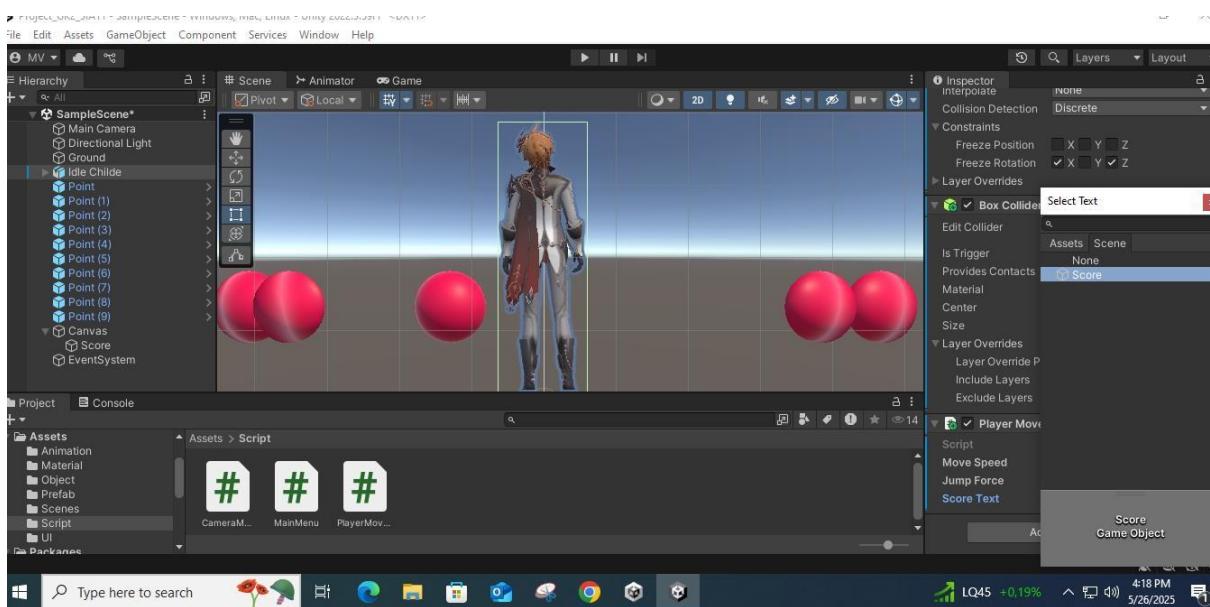
14. Ubah text jadi score



15. Kasih warna



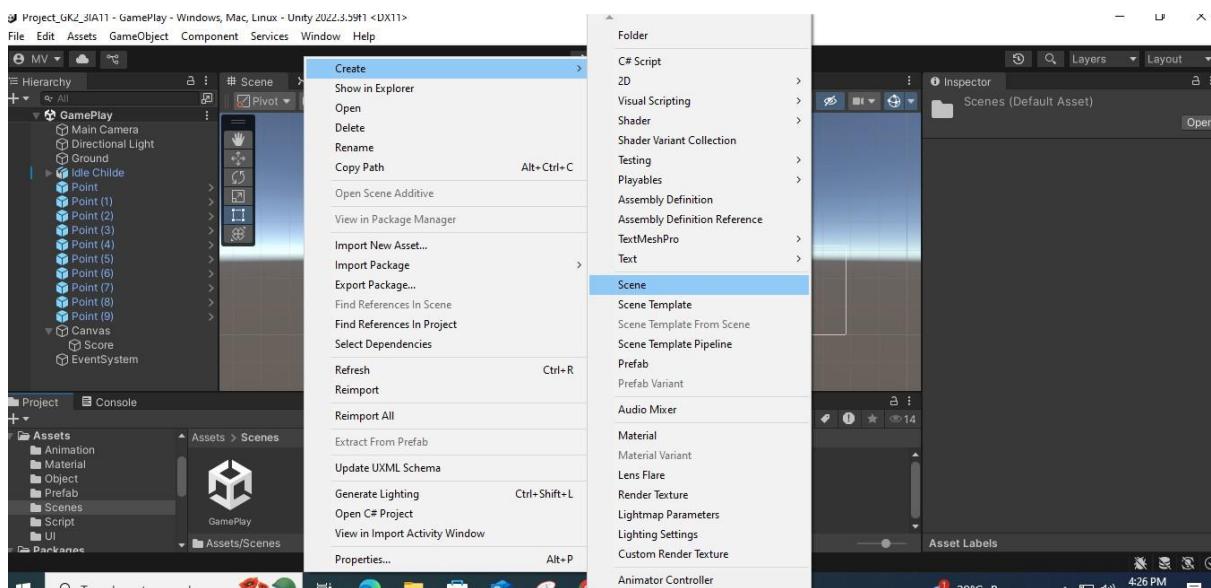
16. Idle childe ke inspectore -> player movement -> score text ganti score



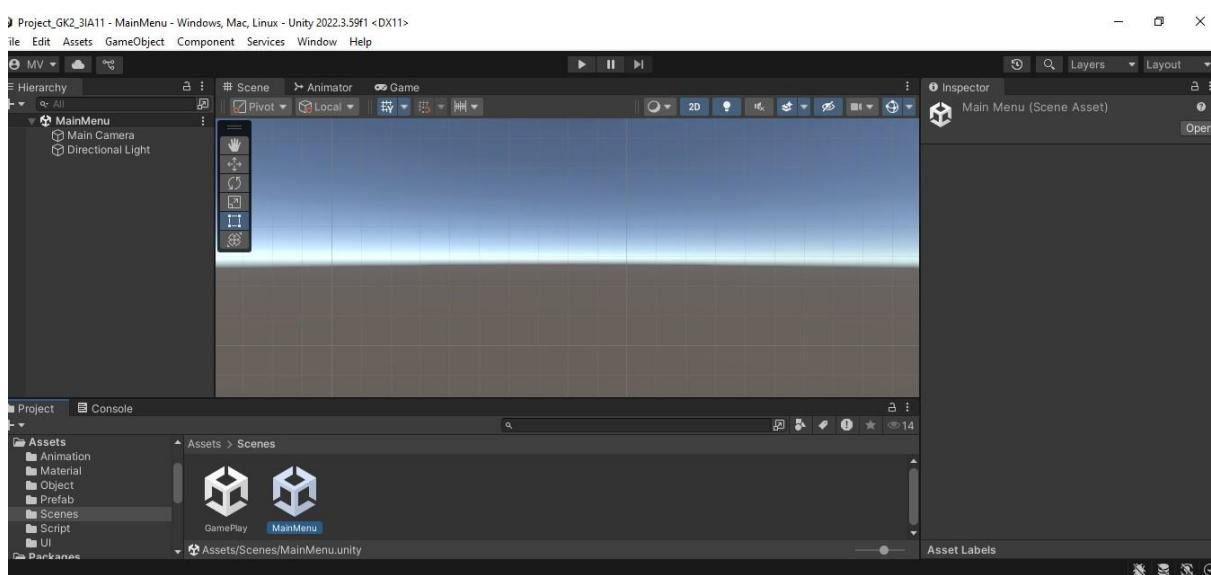
17. Uji coba score



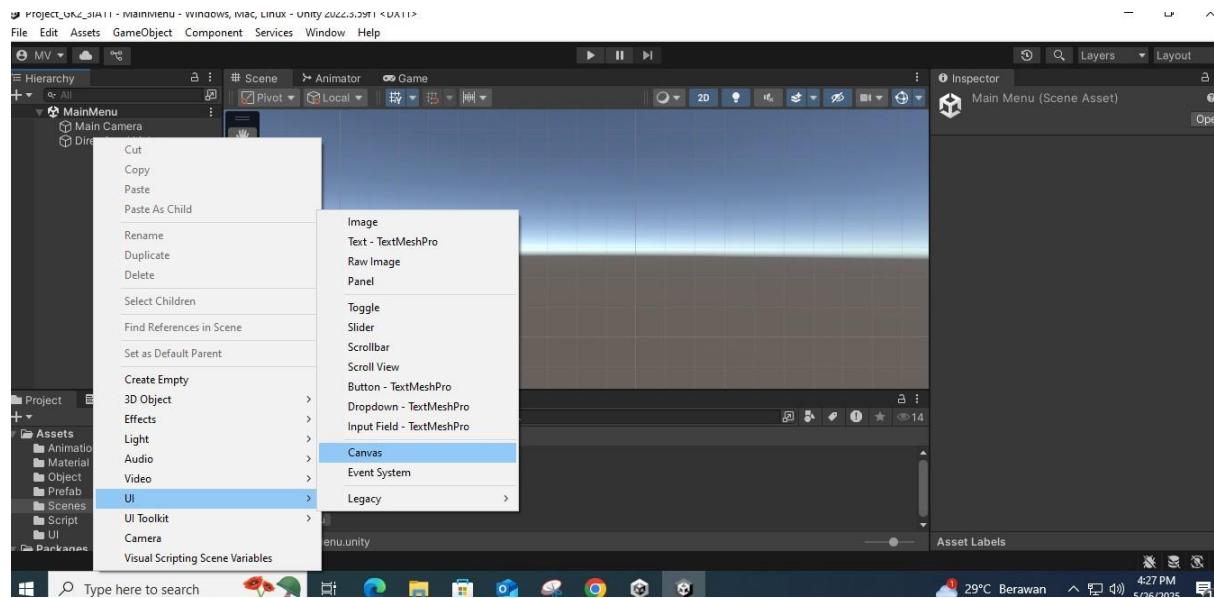
18. Assets -> screens -> klik kanan -> create -> scene -> ubah nama jadi GamePlay



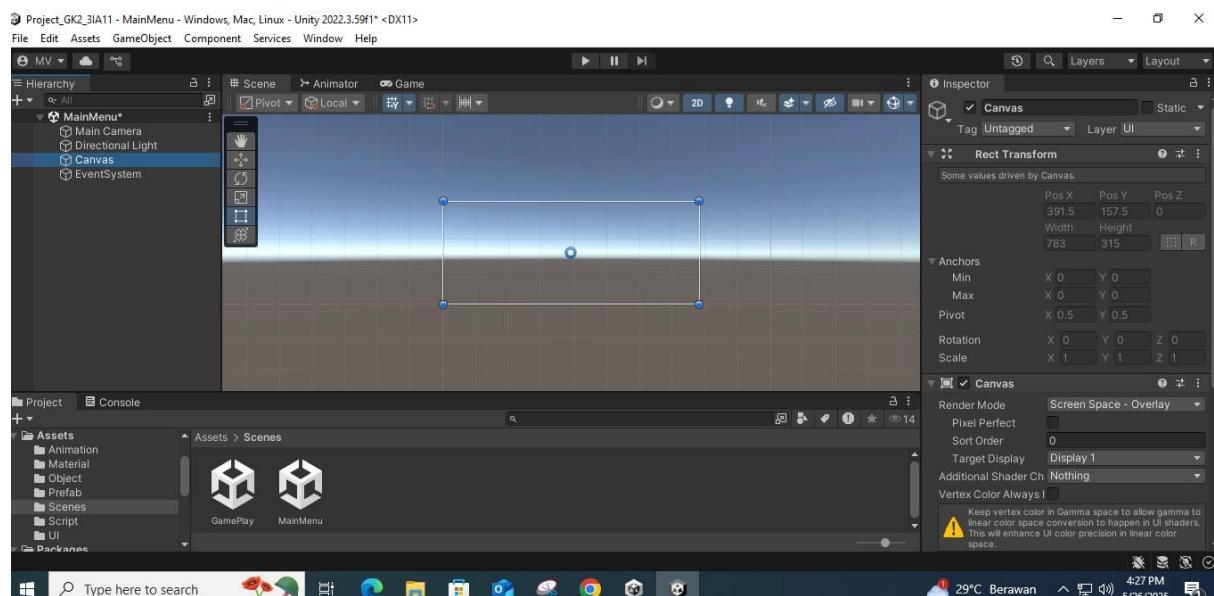
19. Tambahkan juga scene MainMenu



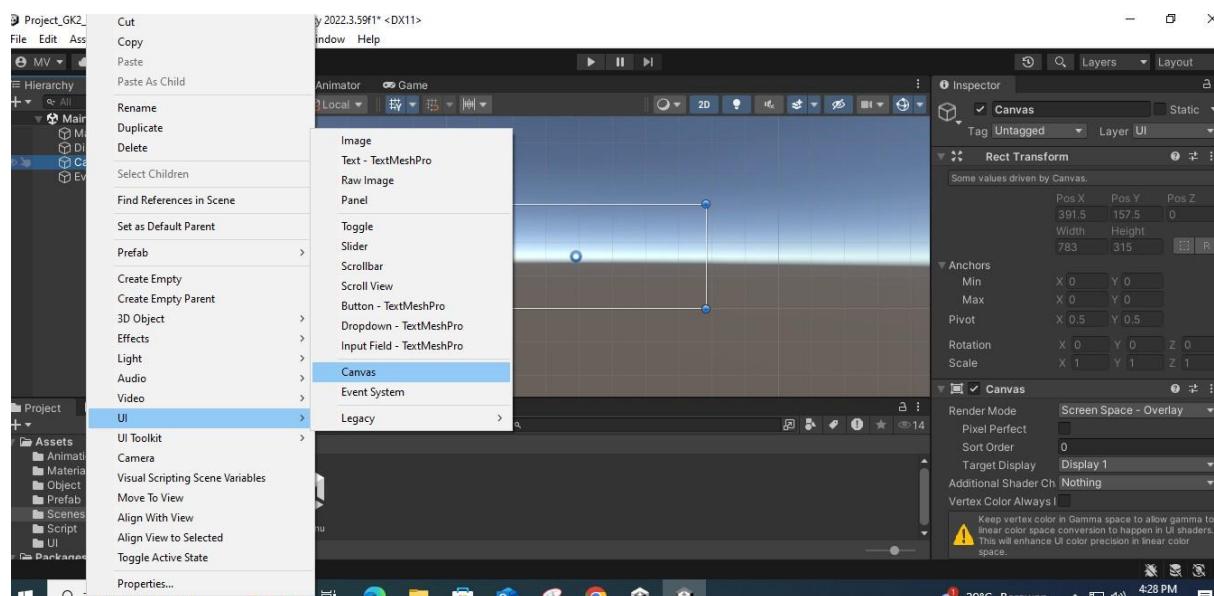
20. Bagian scene -> ui -> canvas



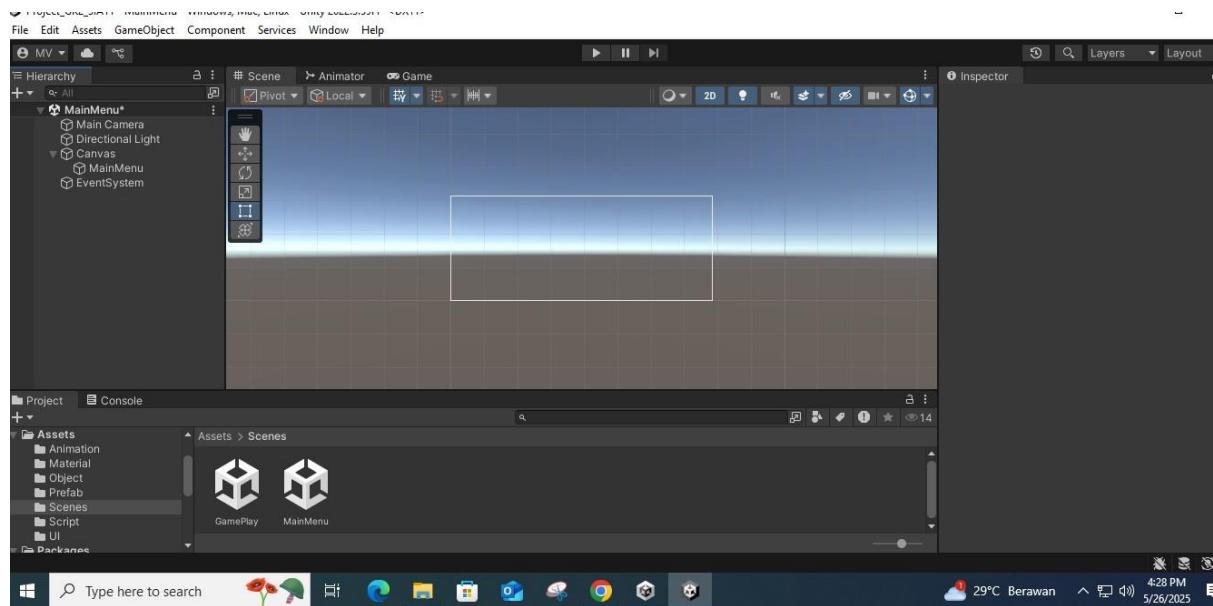
21. canvas



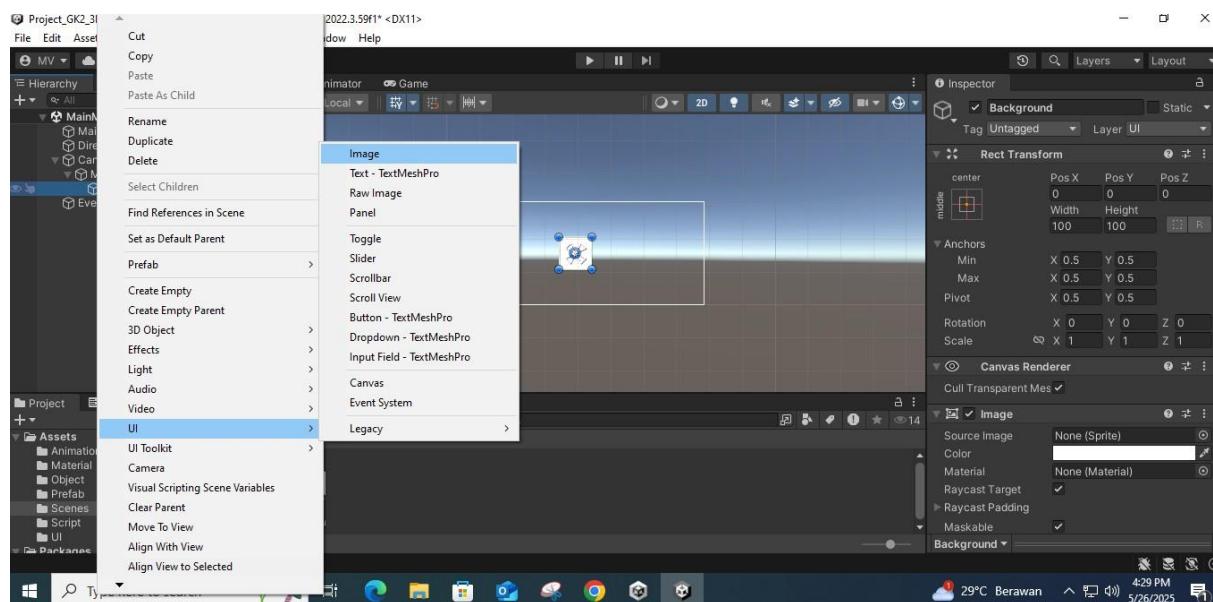
22. Didalam canvas tambahan canvas lagi



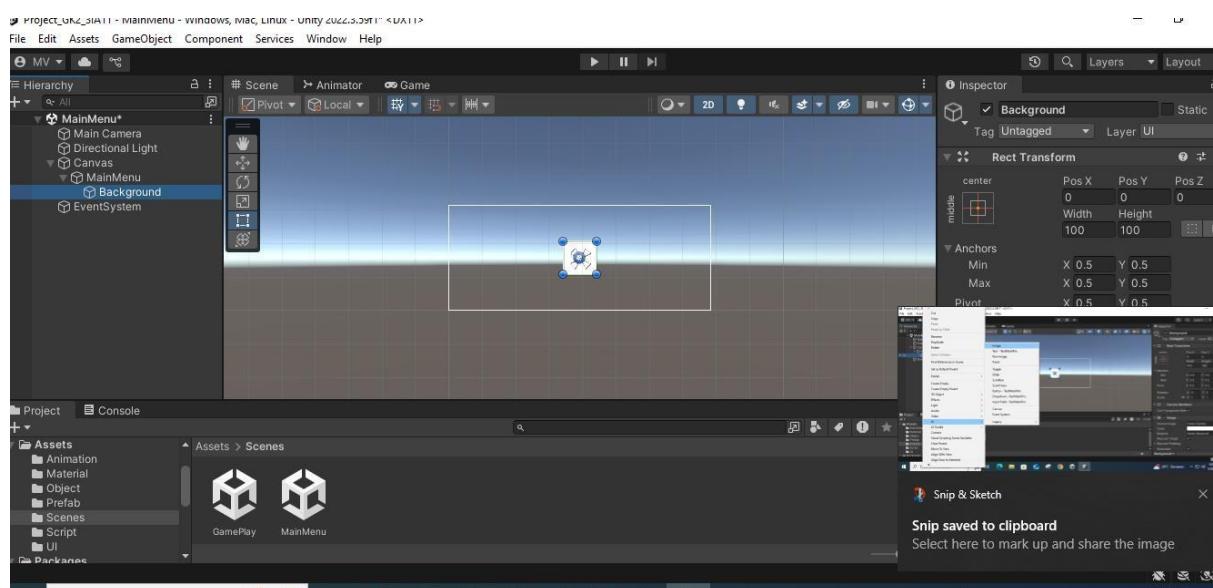
23. Ubah nama jadi MainMenu



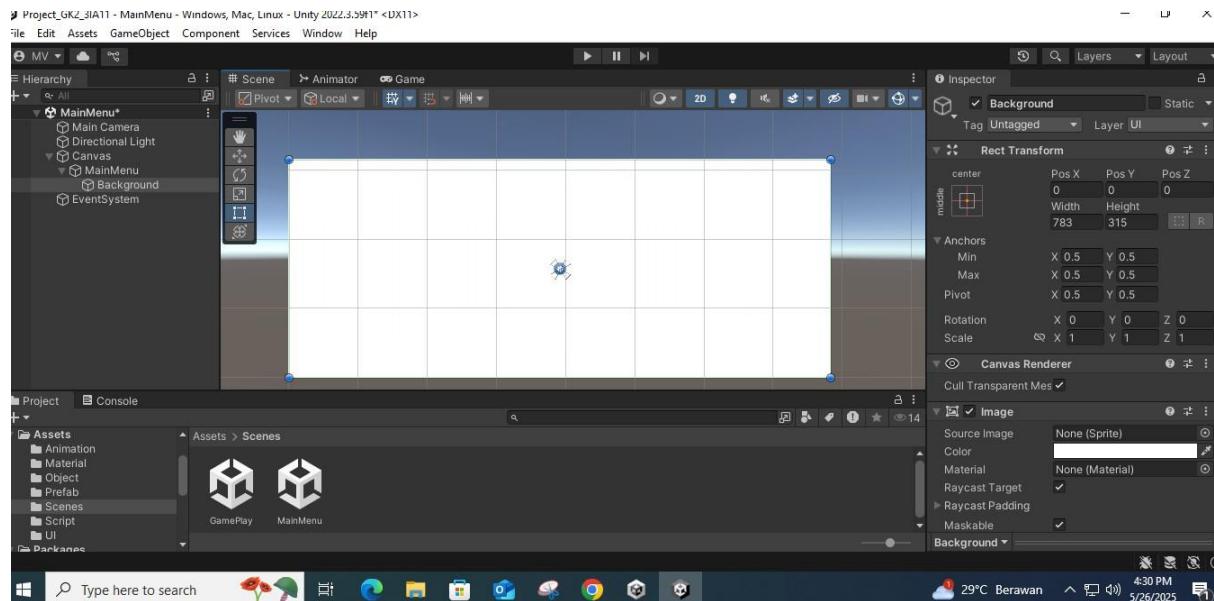
24. Klik kanan di MainMenu -> ui -> image



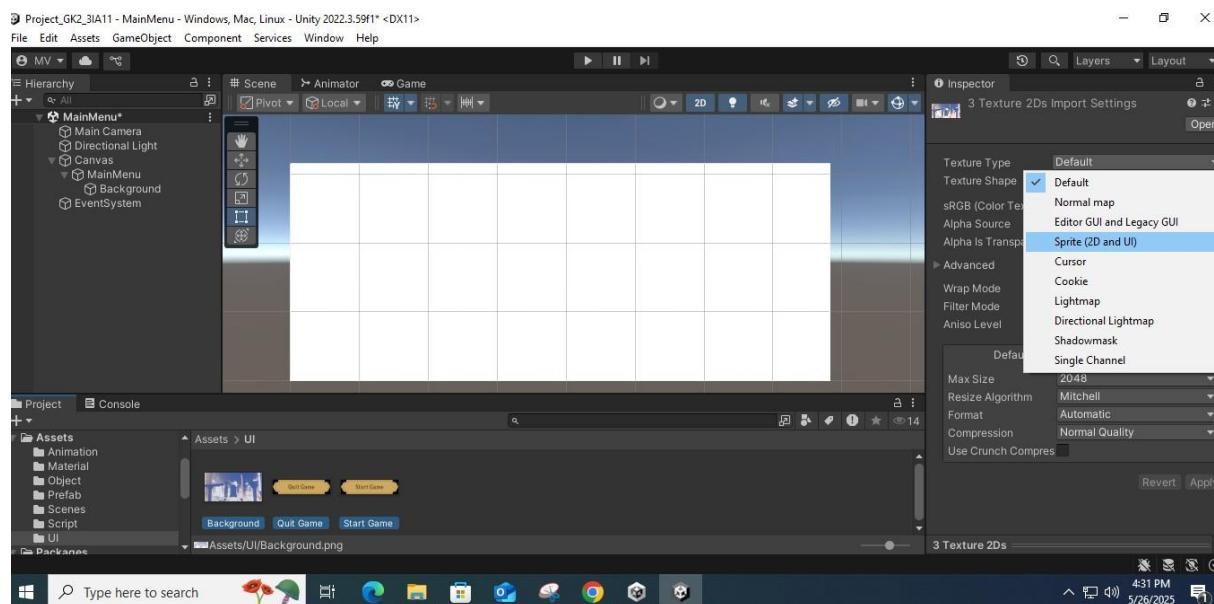
25. Ubah nama dengan background



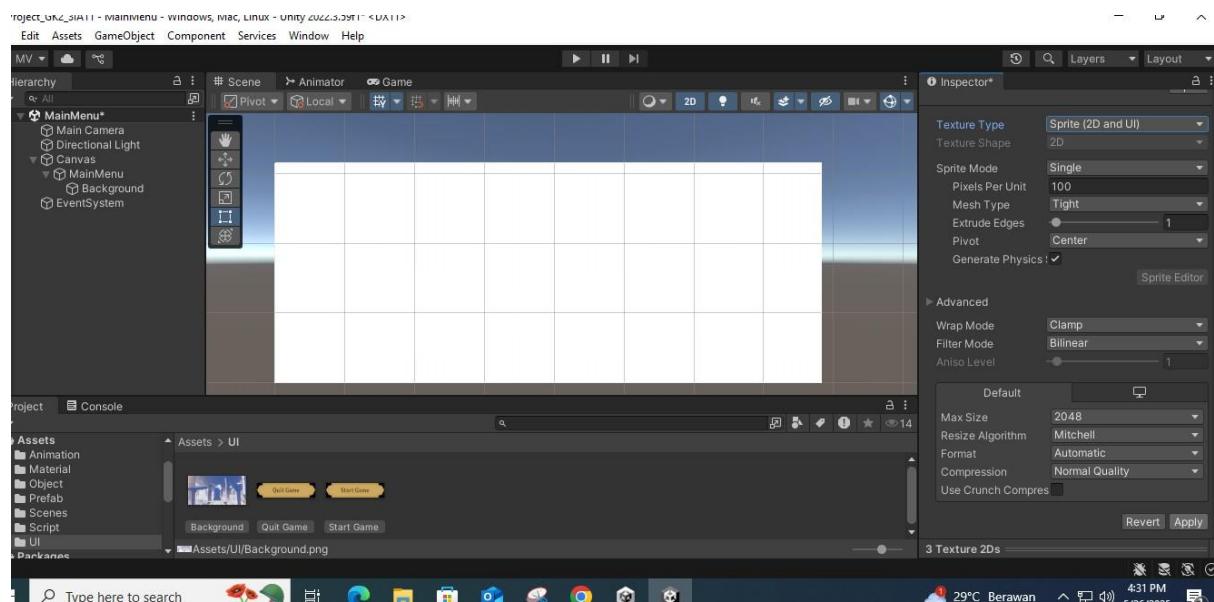
26. Perbesar background



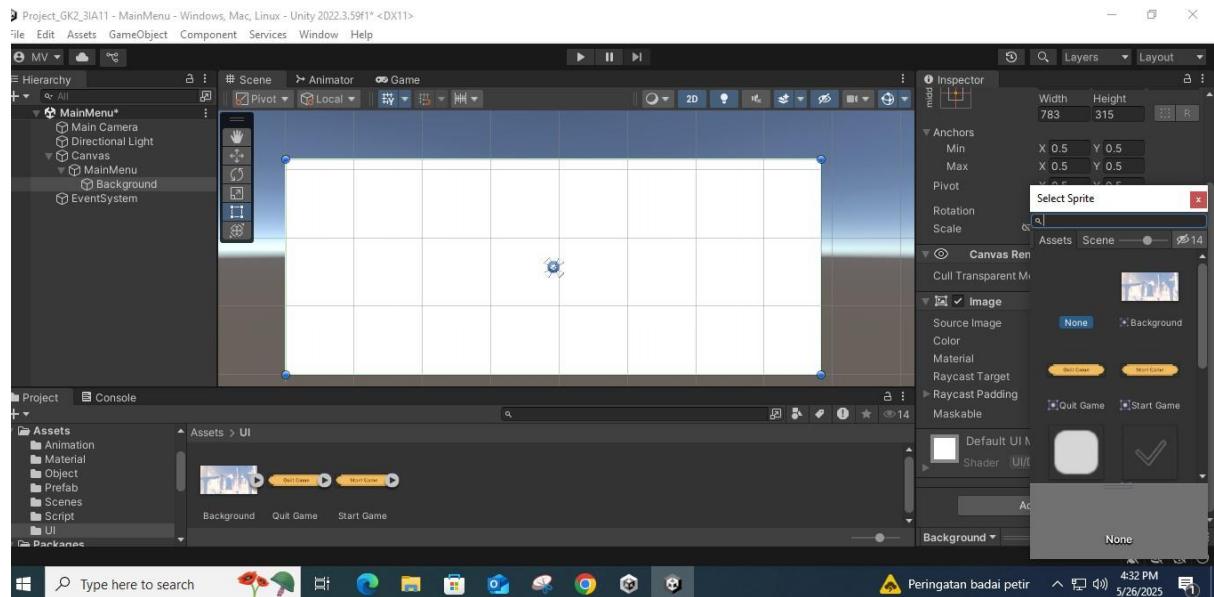
27. Ke inspector -> texture Type -> default ubah ke Sprite (2D and UI)



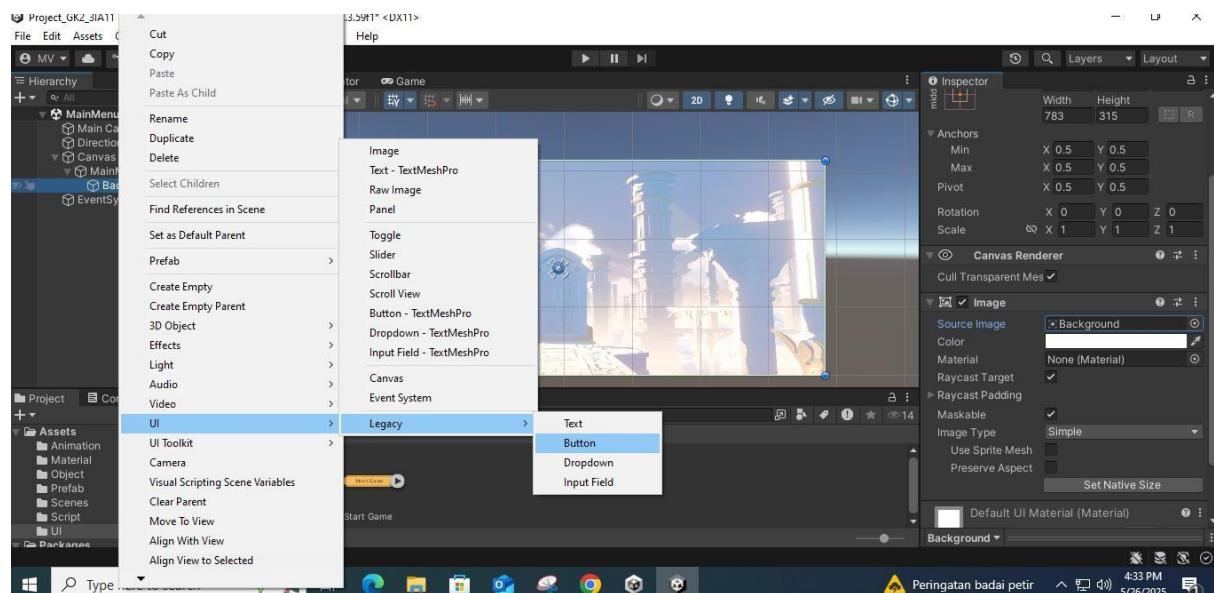
28. Inspector



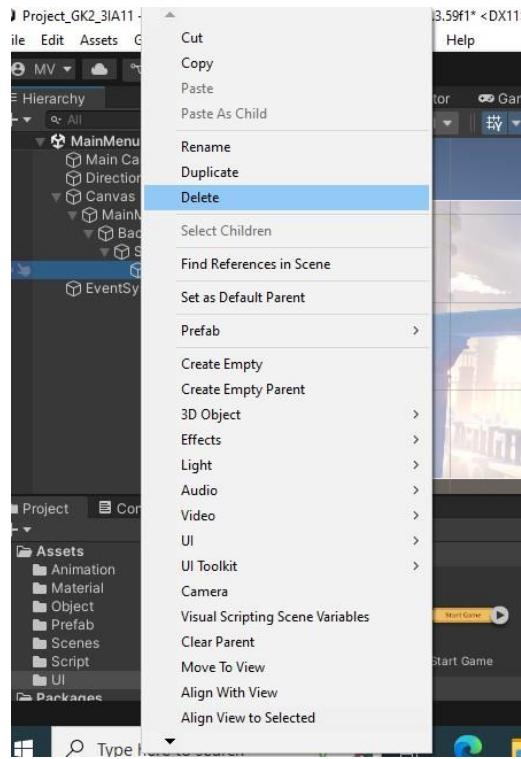
29. Select sprite ganti ke background



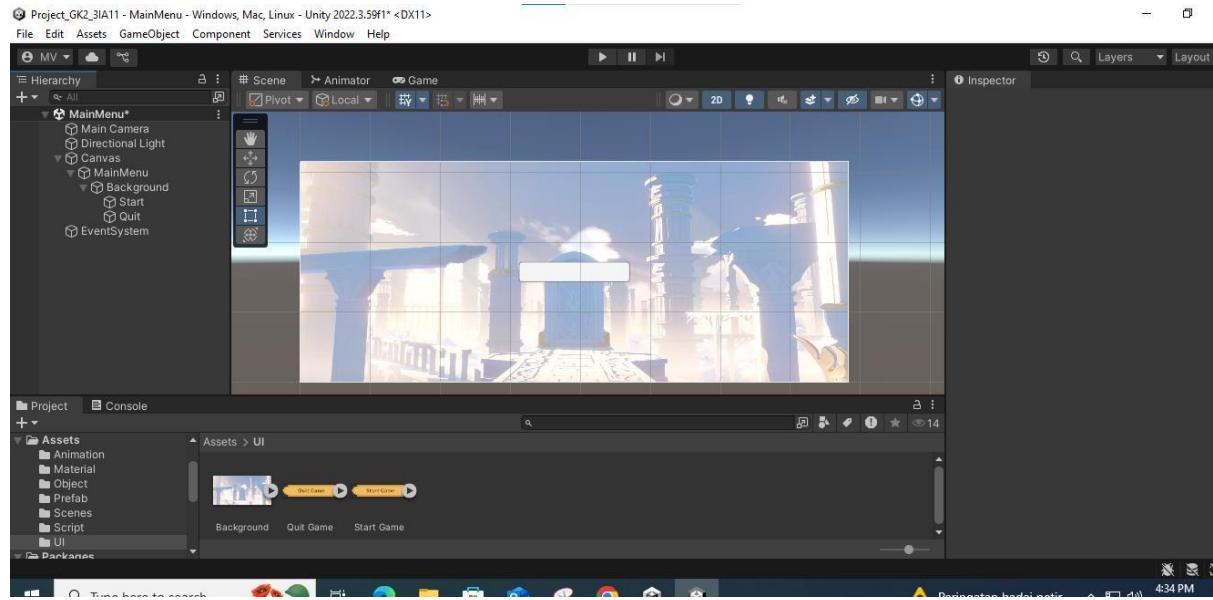
30. Klik kanan di UI -> UI -> LEGACY -> Button



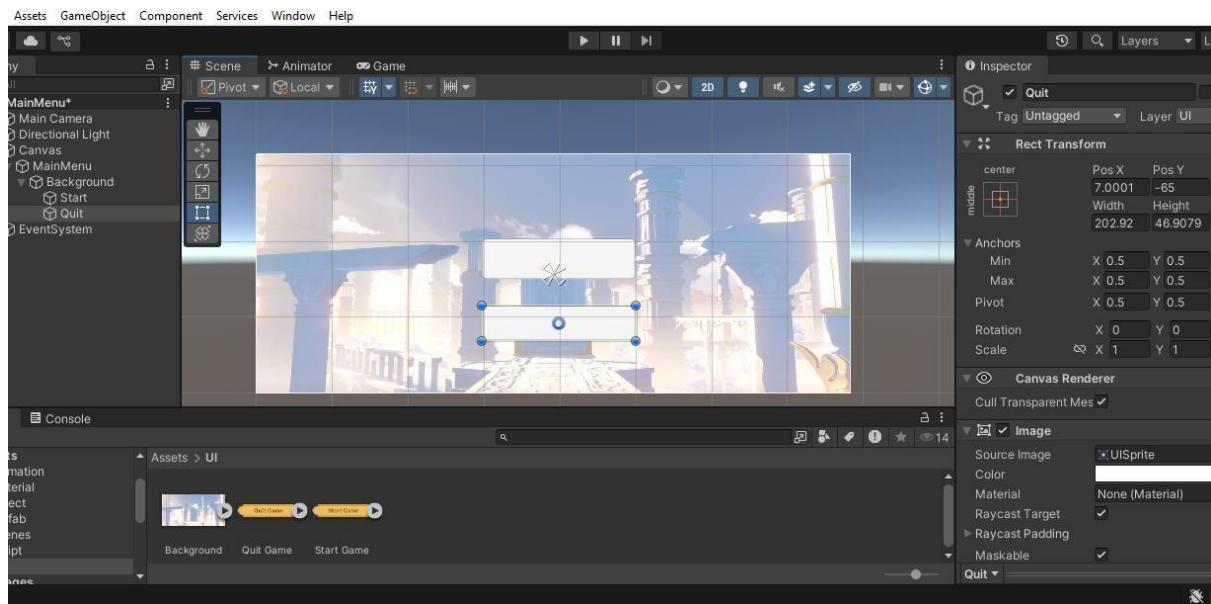
31. delete



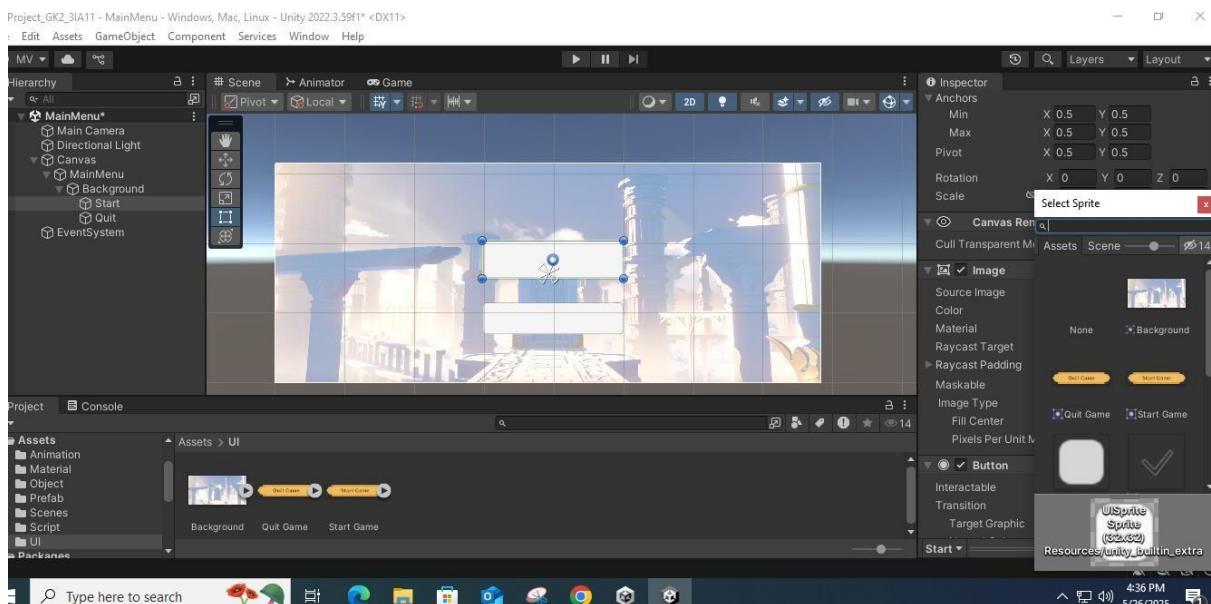
32. button



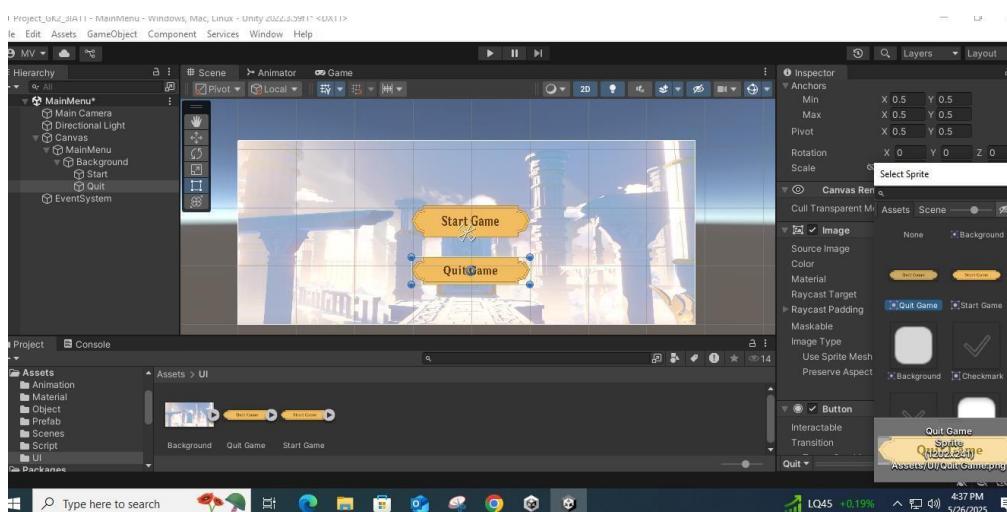
33. tambahkan 2 button



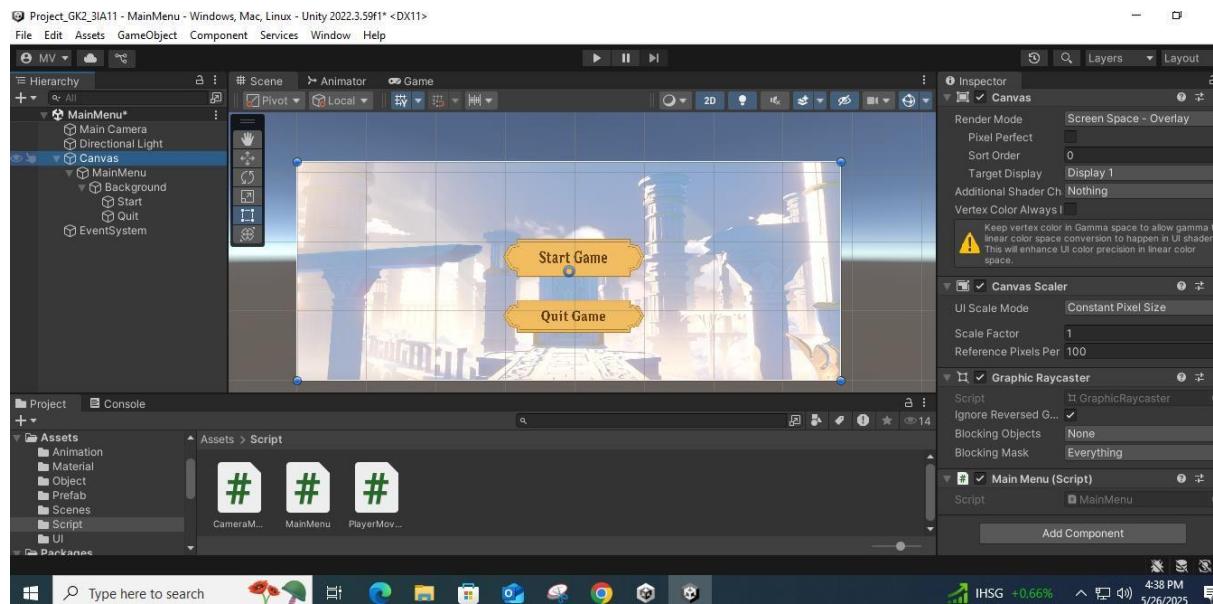
34. Button pertama Select sprite pilih start game



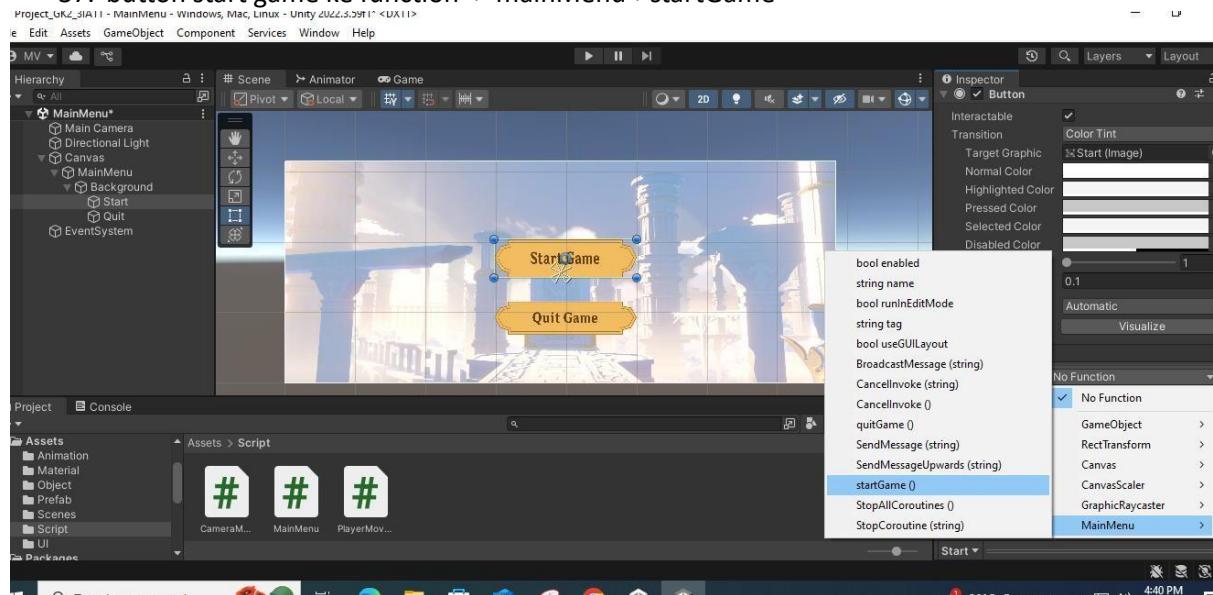
35. Button kedua select sprite pilih quit game



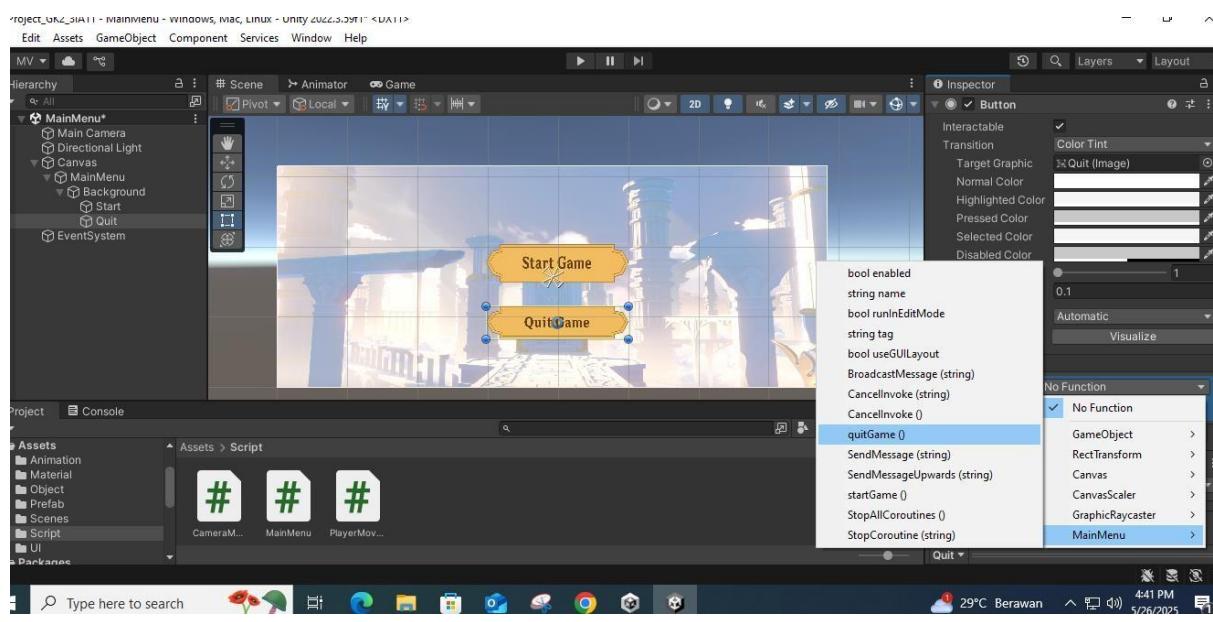
36. Klik mainMenu drag n drop ke canvas



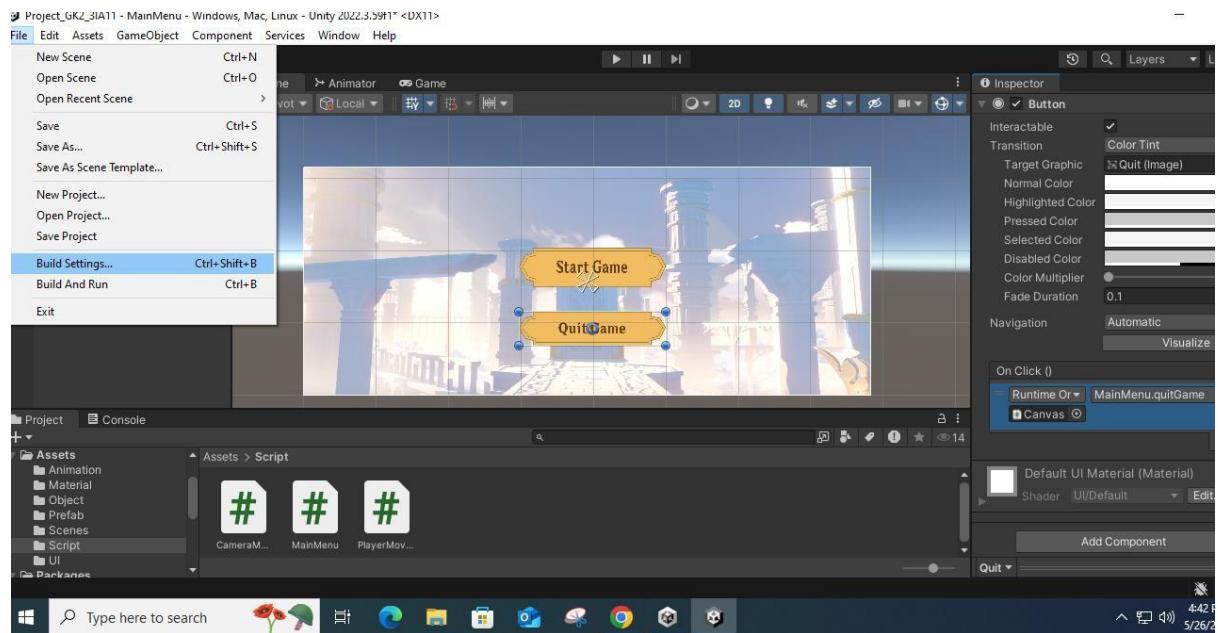
37. button start game ke function -> mainMenu->startGame



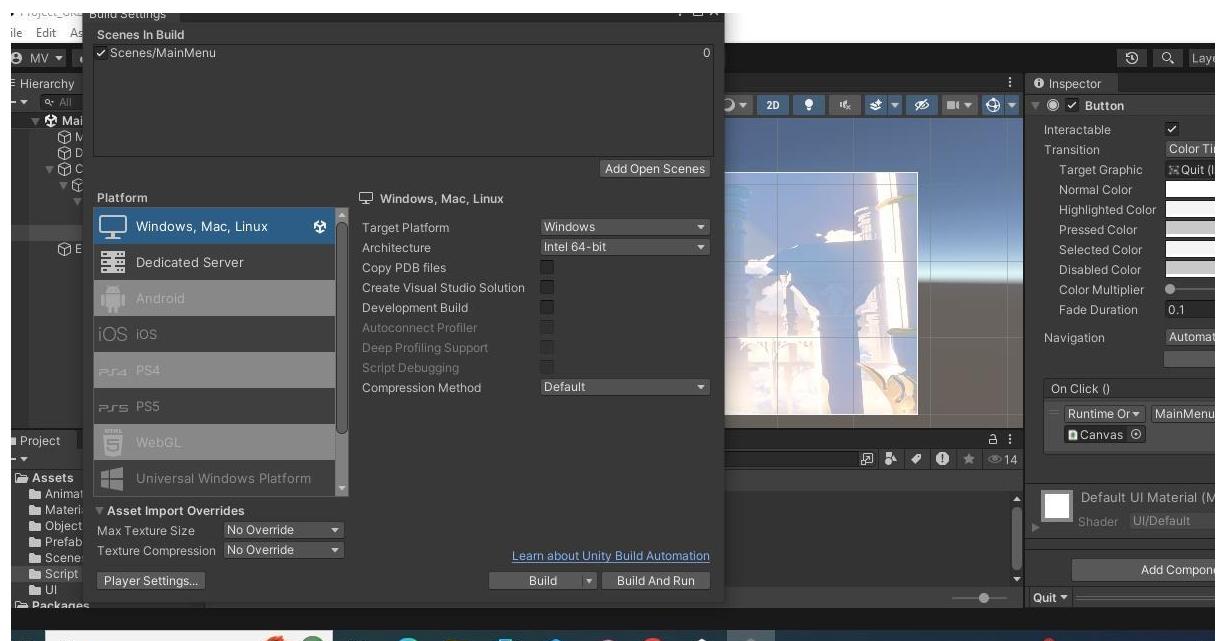
38. Button quit game function -> MainMenu-> quitGame



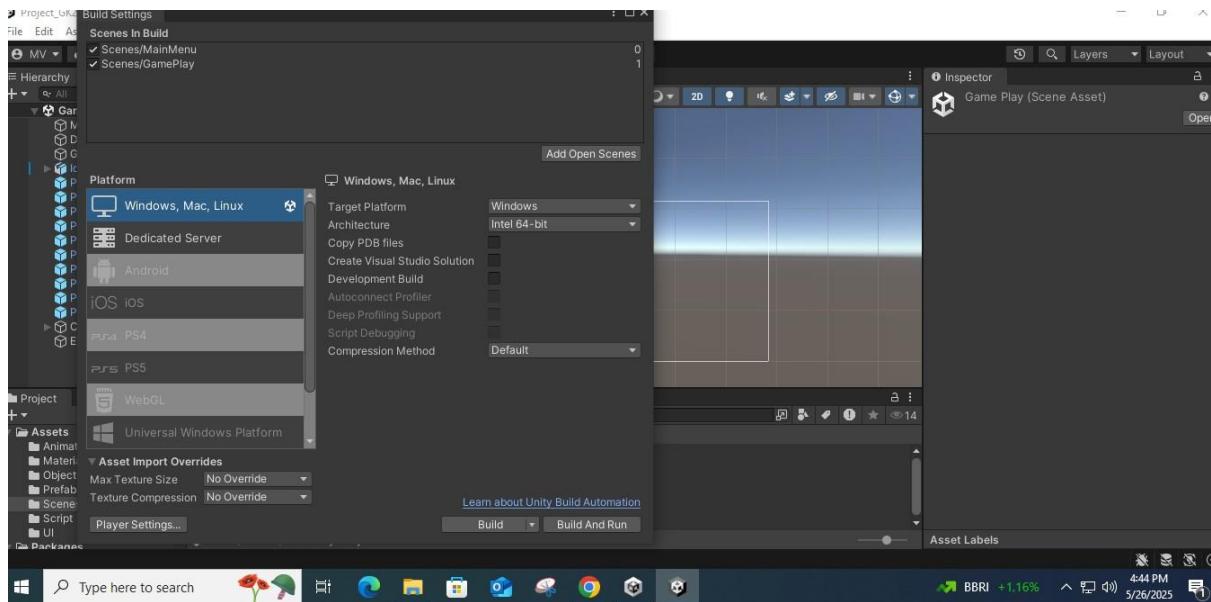
39. Ke file -> build settings



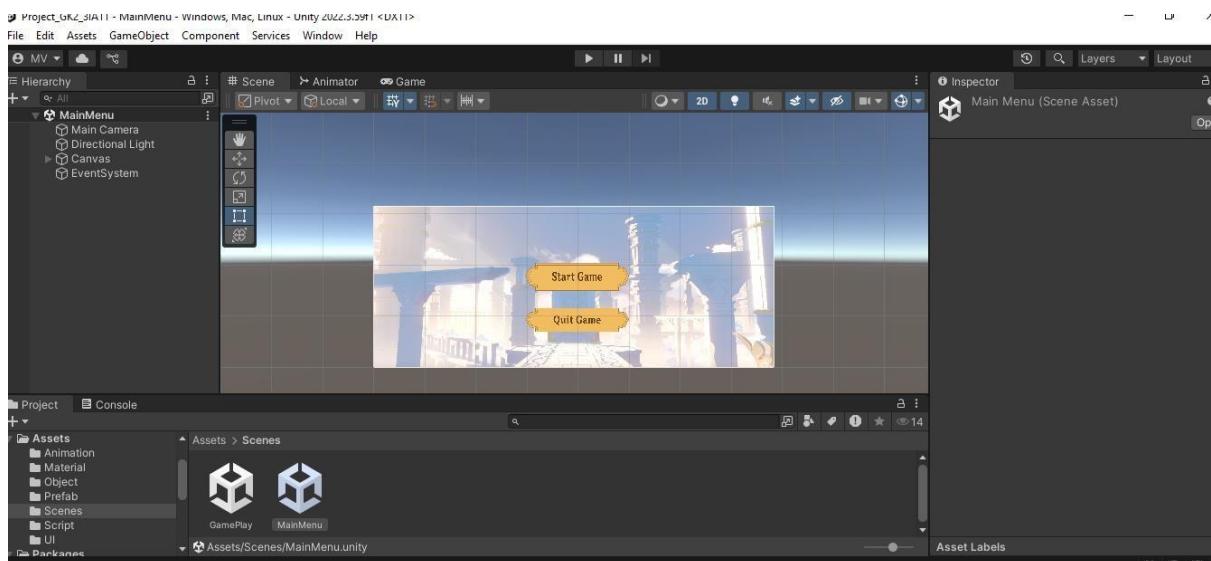
40. Add open scenes



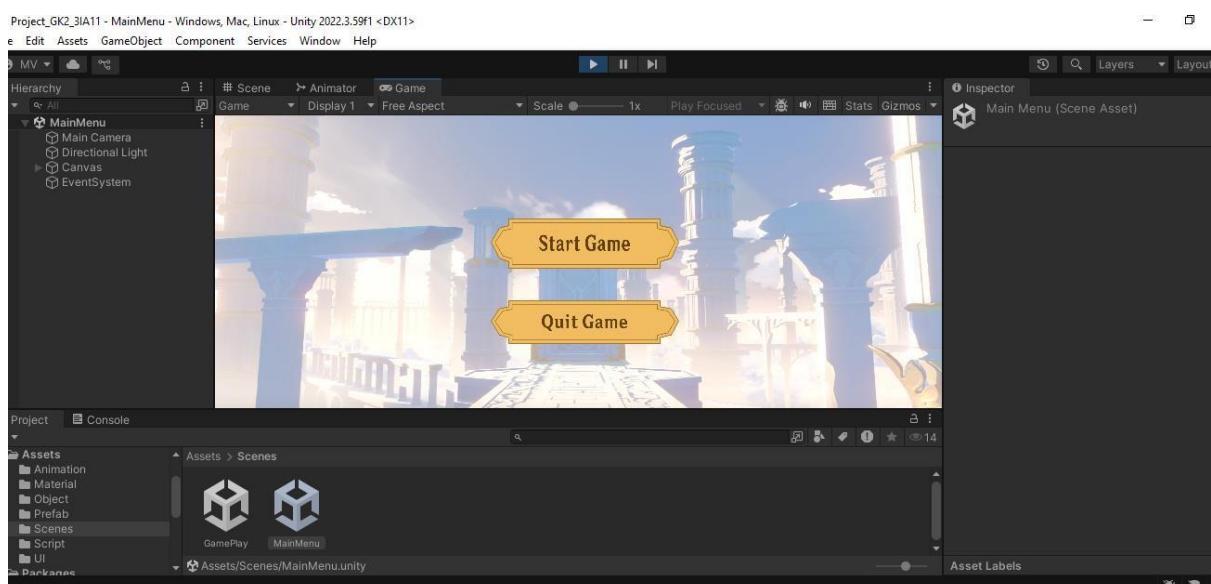
41. Tambahkan scenes/gameplay



42. play



43. Klik start game



44. Coba game

