**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

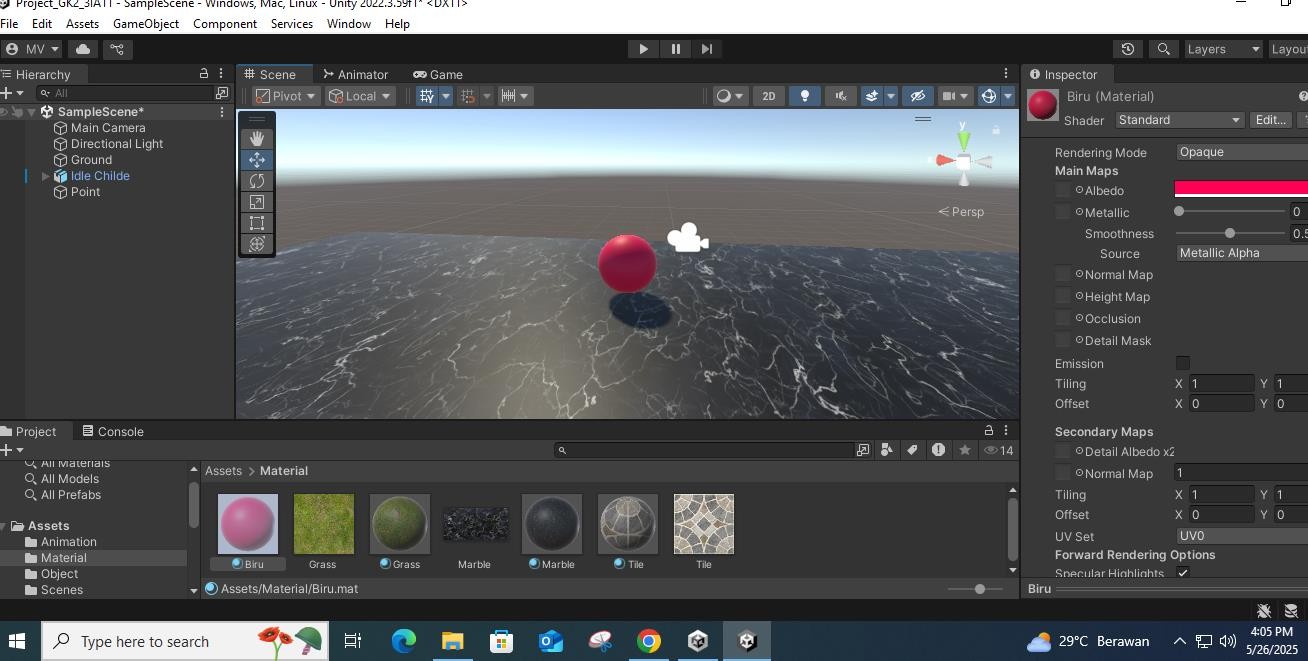


**LABORATORIUM INFORMATIKA**

**UNIVERSITAS GUNADARMA**

**2025**

1. Tambahkan element dan beri warna menggunakan material



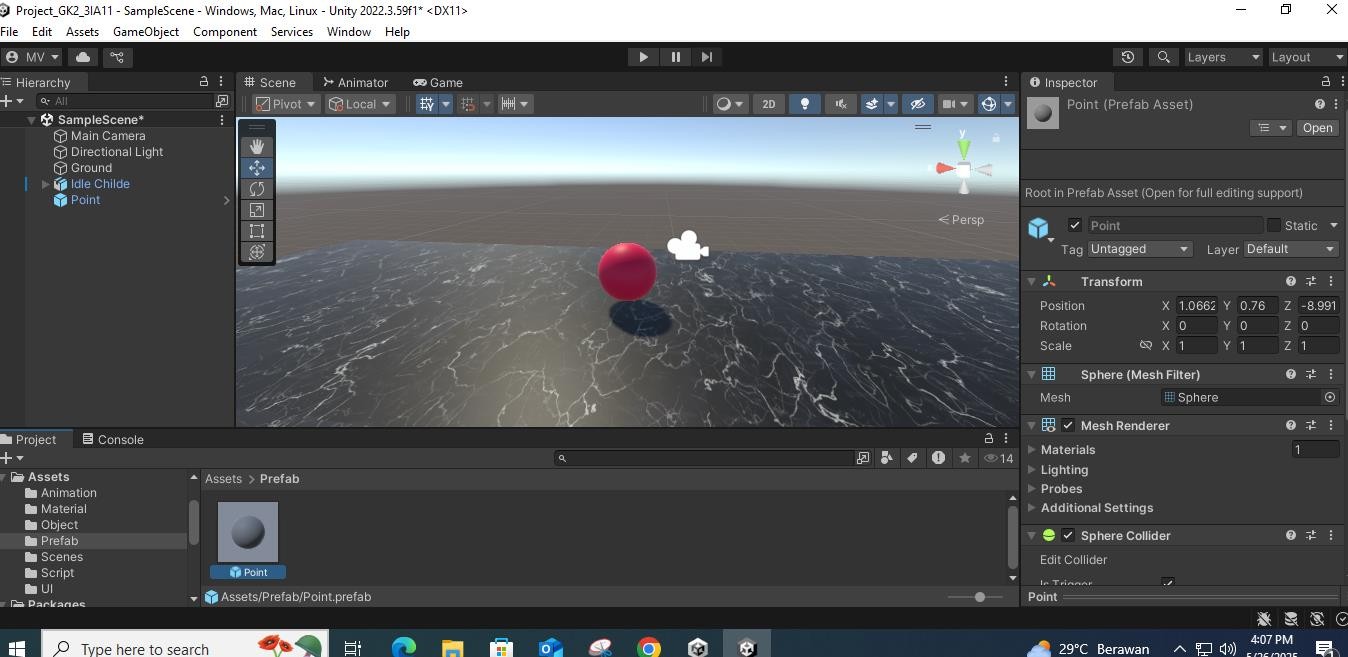
1. Perbesar element



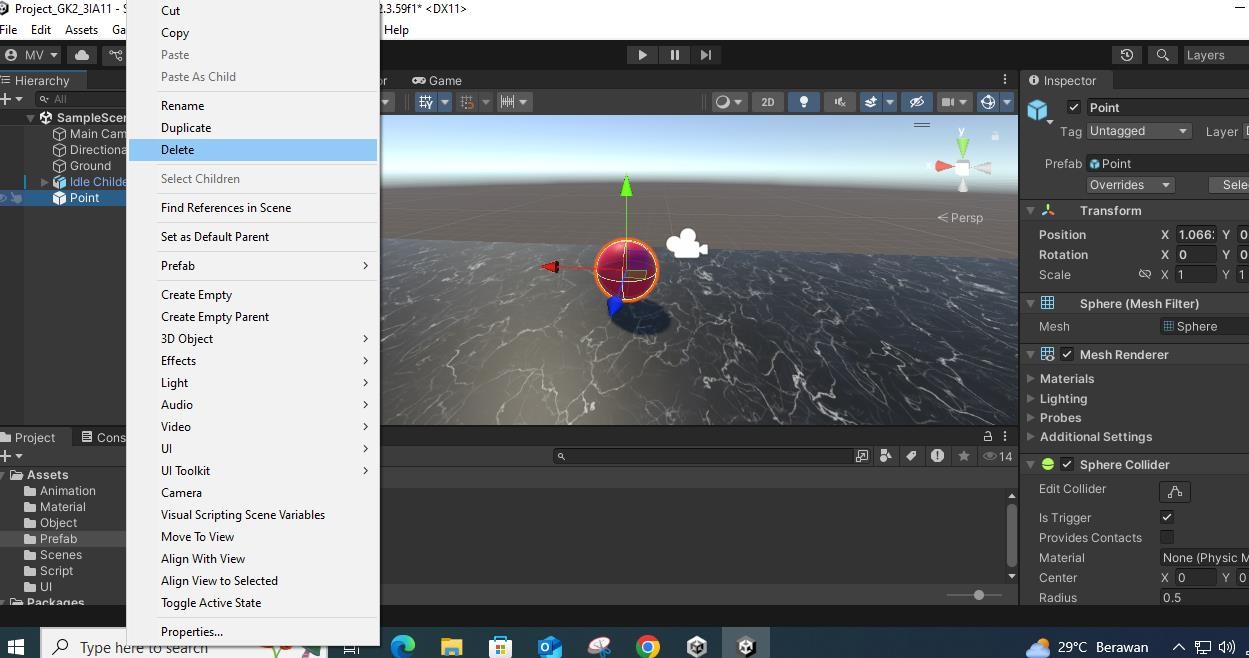
1. Ke asset tambahkan folder dengan nama Prefab



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



1. Delete component point di hierarch

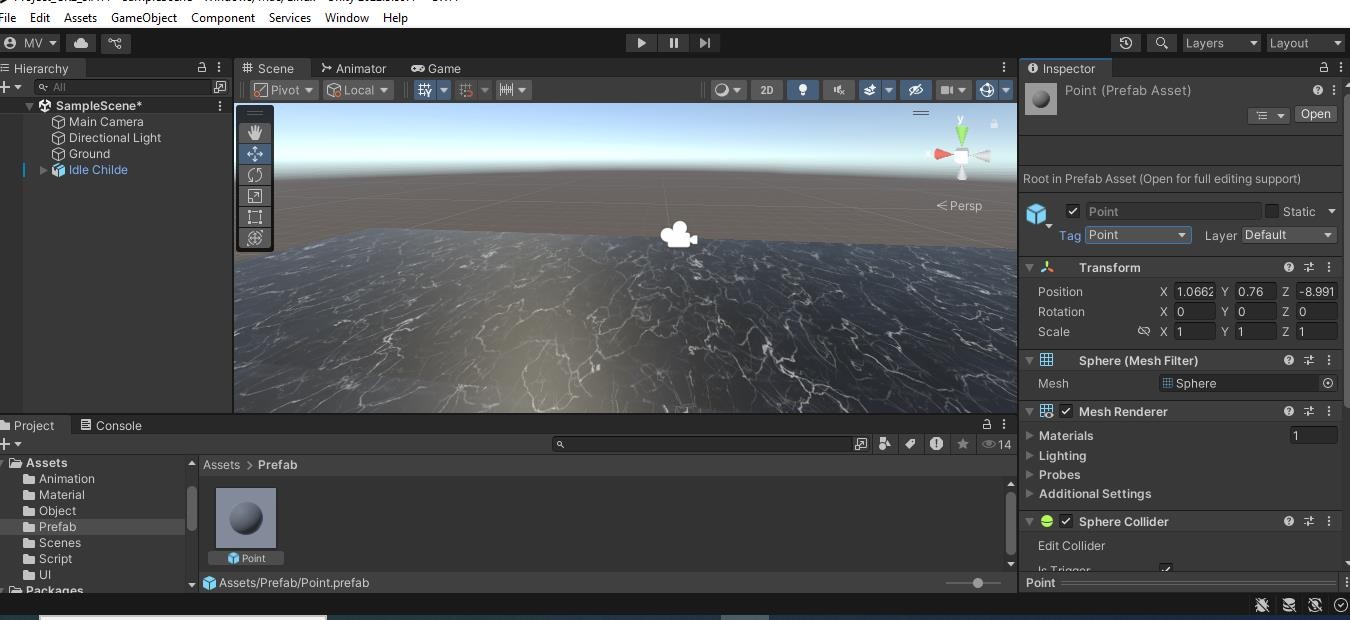




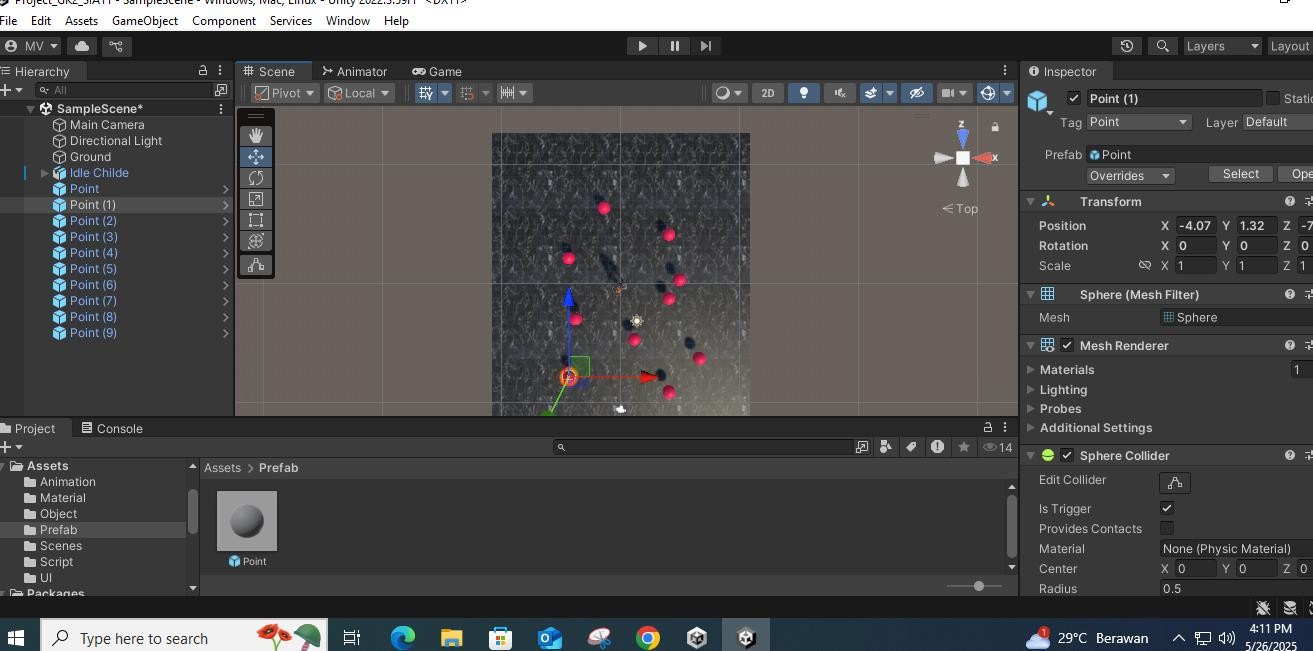
1. Tambahkan tag Point



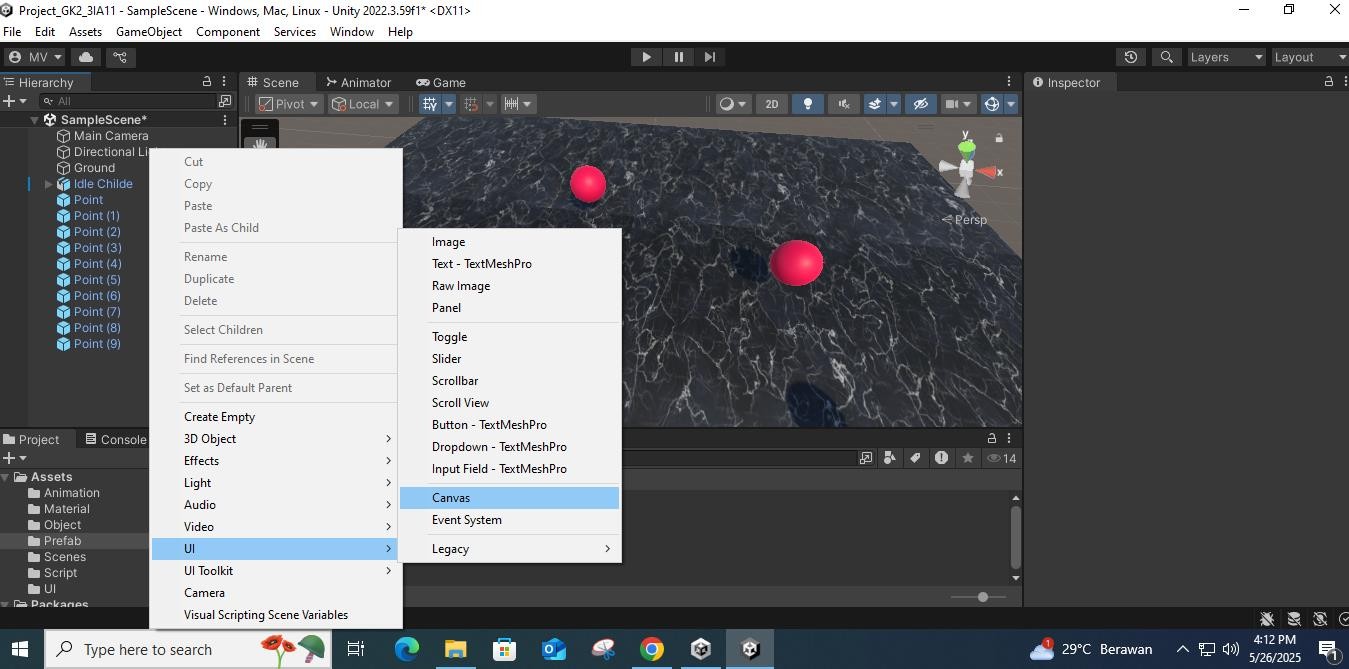
1. Ubah ke point



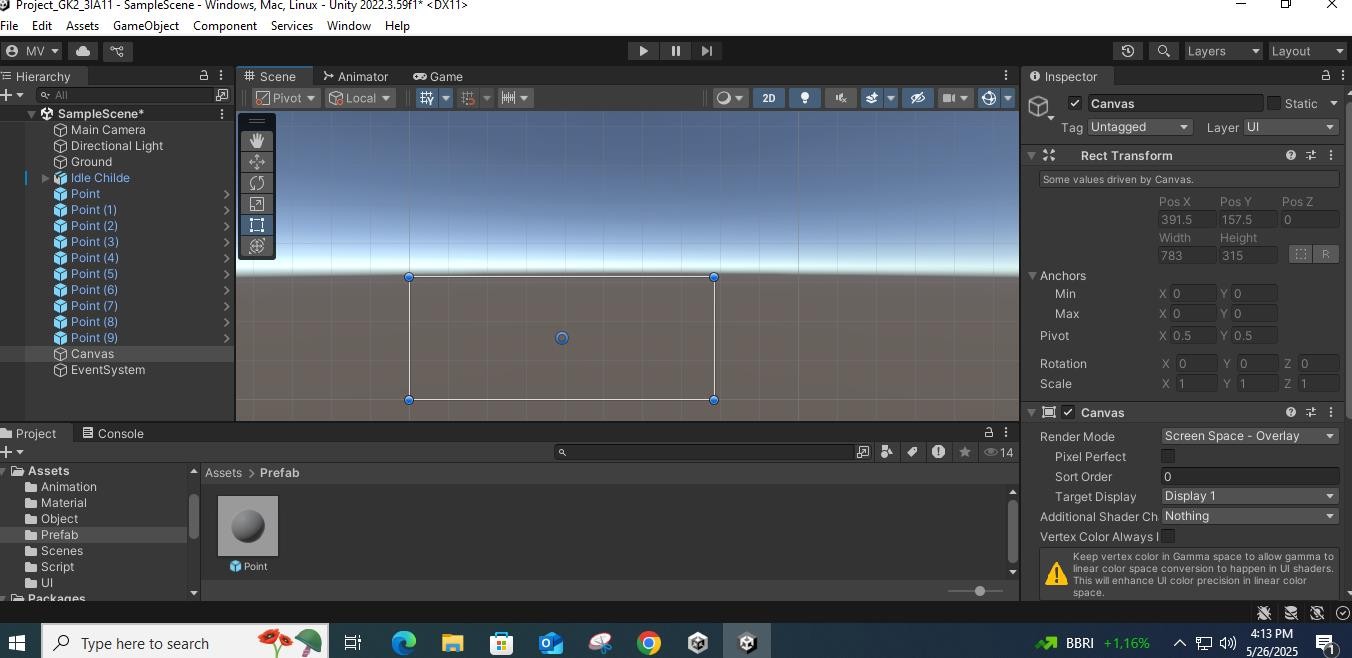
1. Tambahkan point sampai 10



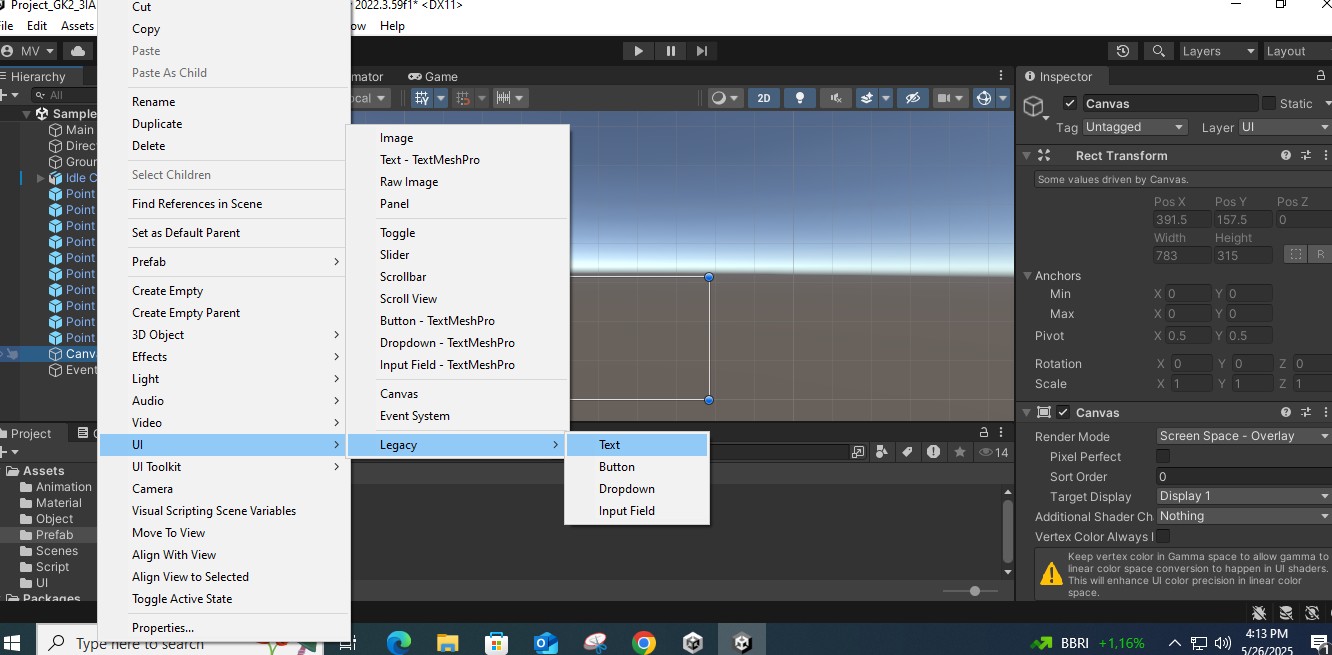
1. Ke prefab -> ui -> canvas



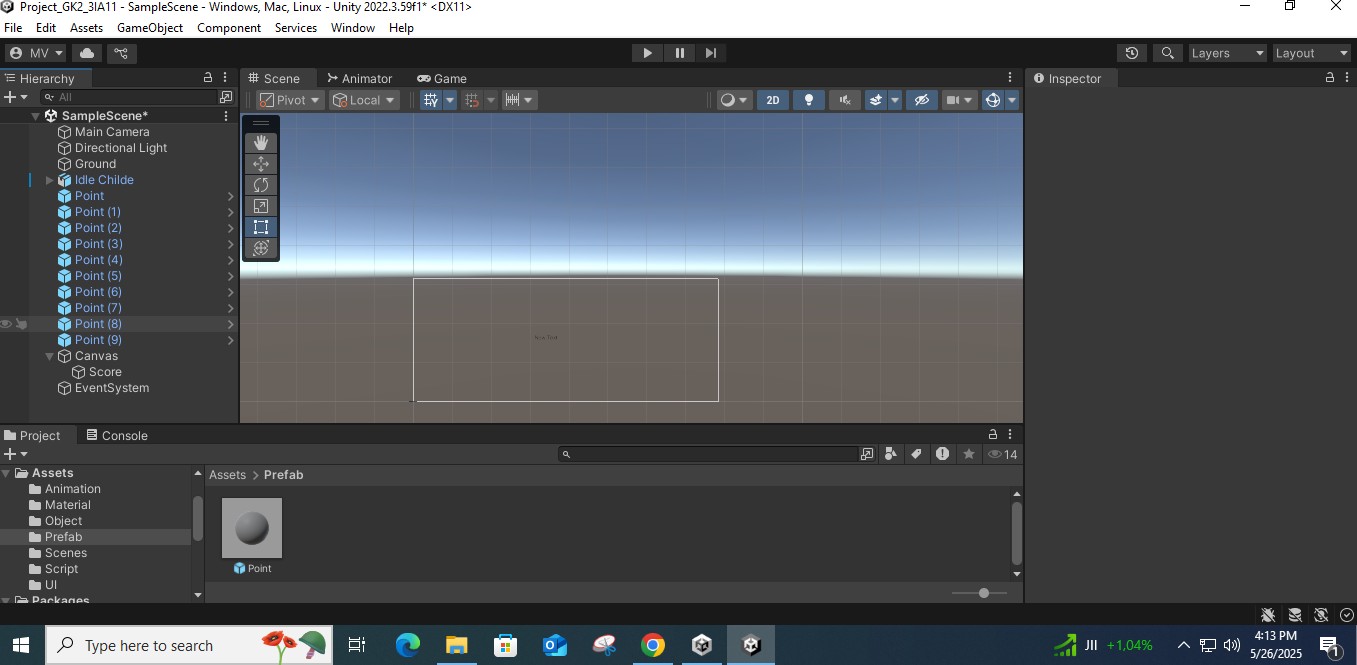
1. Canvas



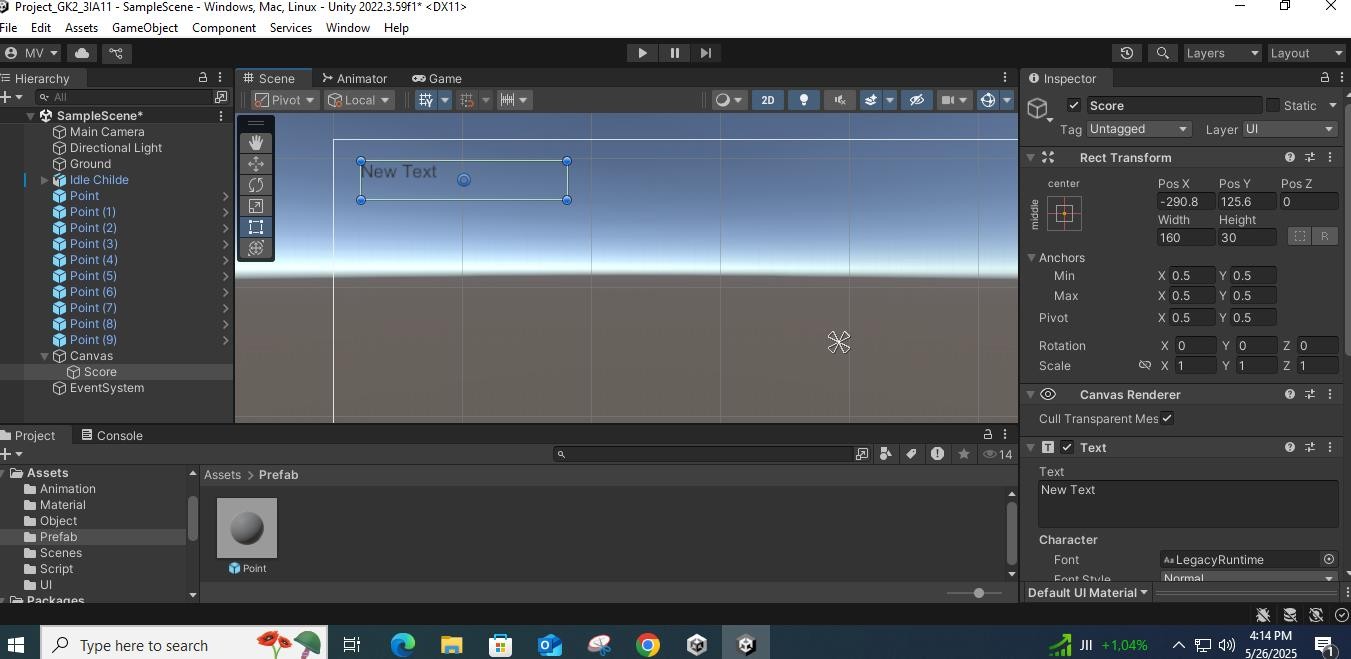
1. Klik kanna prefab -> ui -> legacy -> text



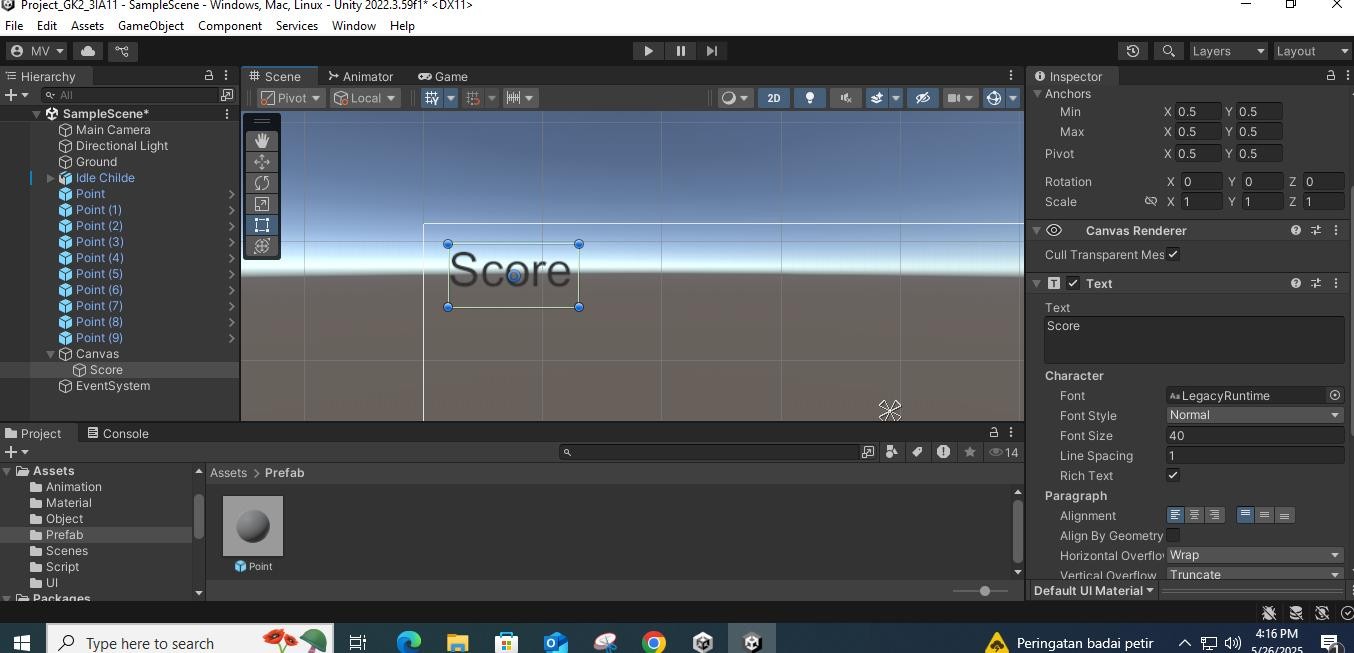
1. Berikan nama scrore



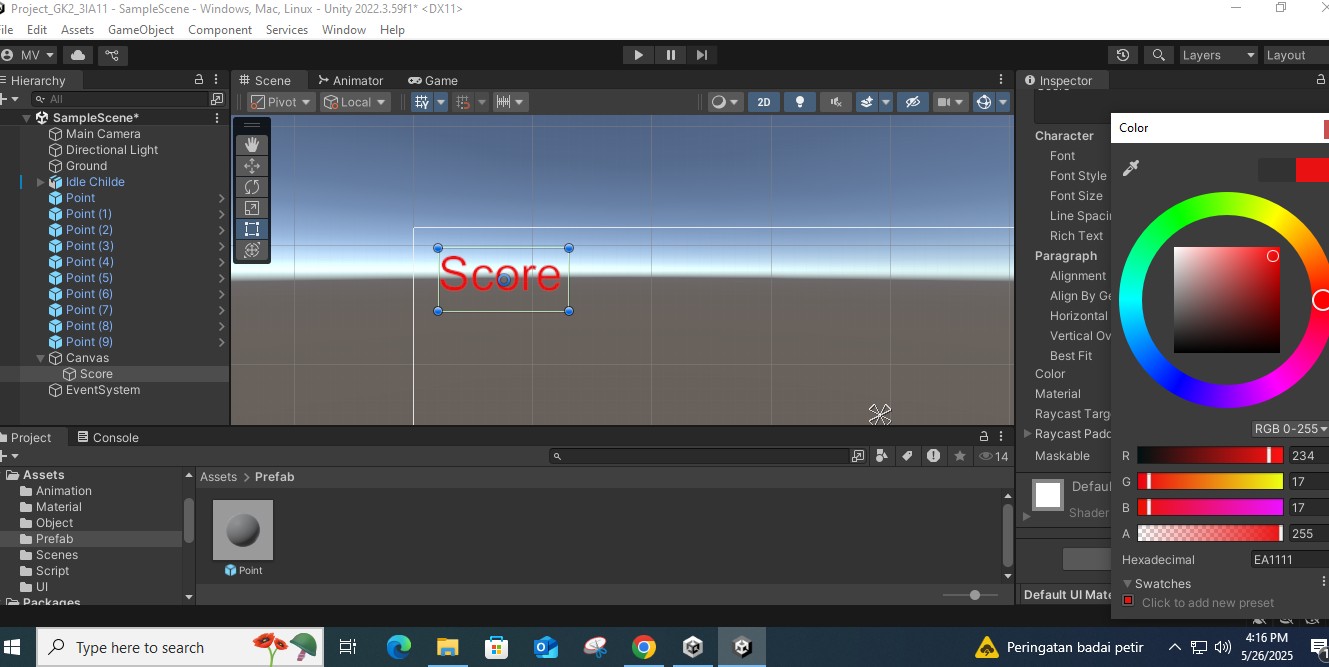
1. Ke score



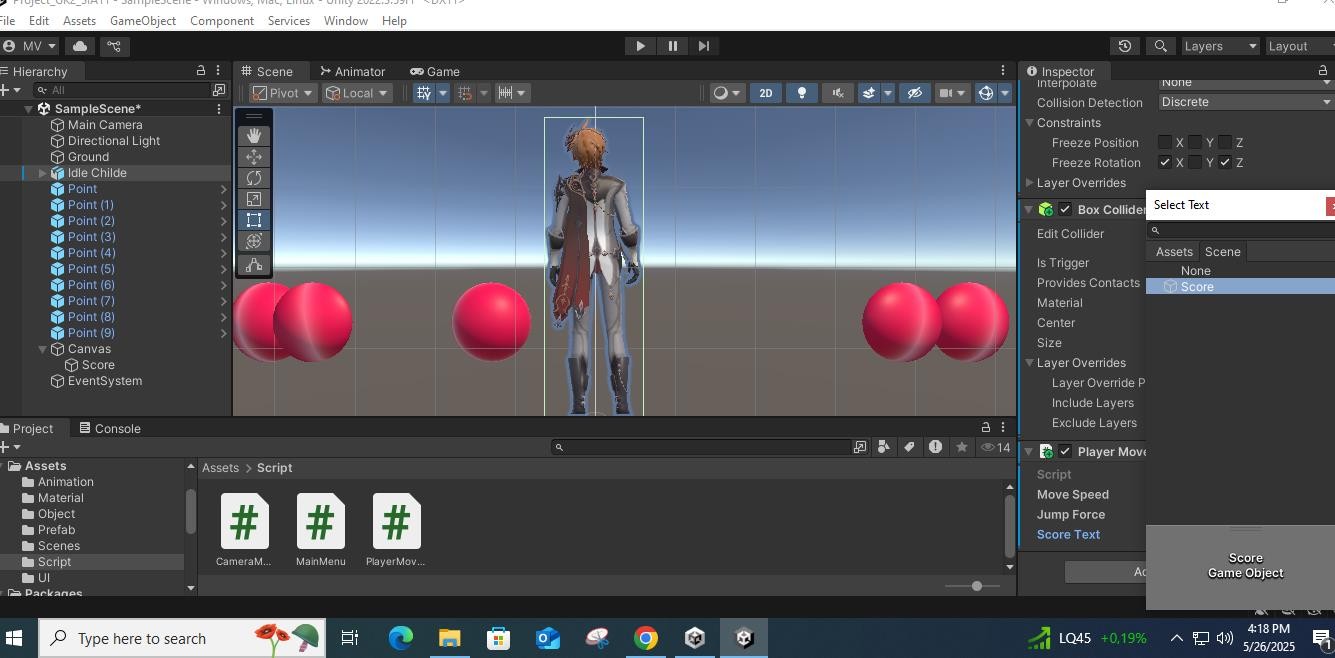
1. Ubah text jadi score



1. Kasih warna



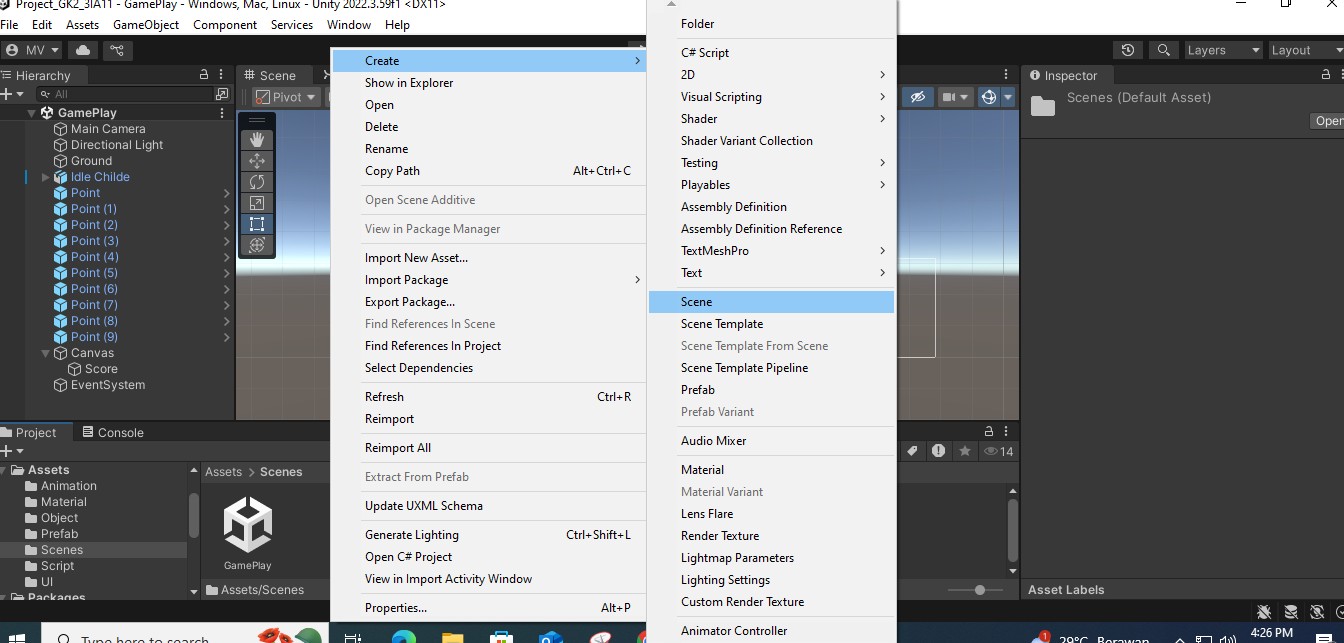
1. Idle childe ke inspectore -> player movement -> score text ganti score



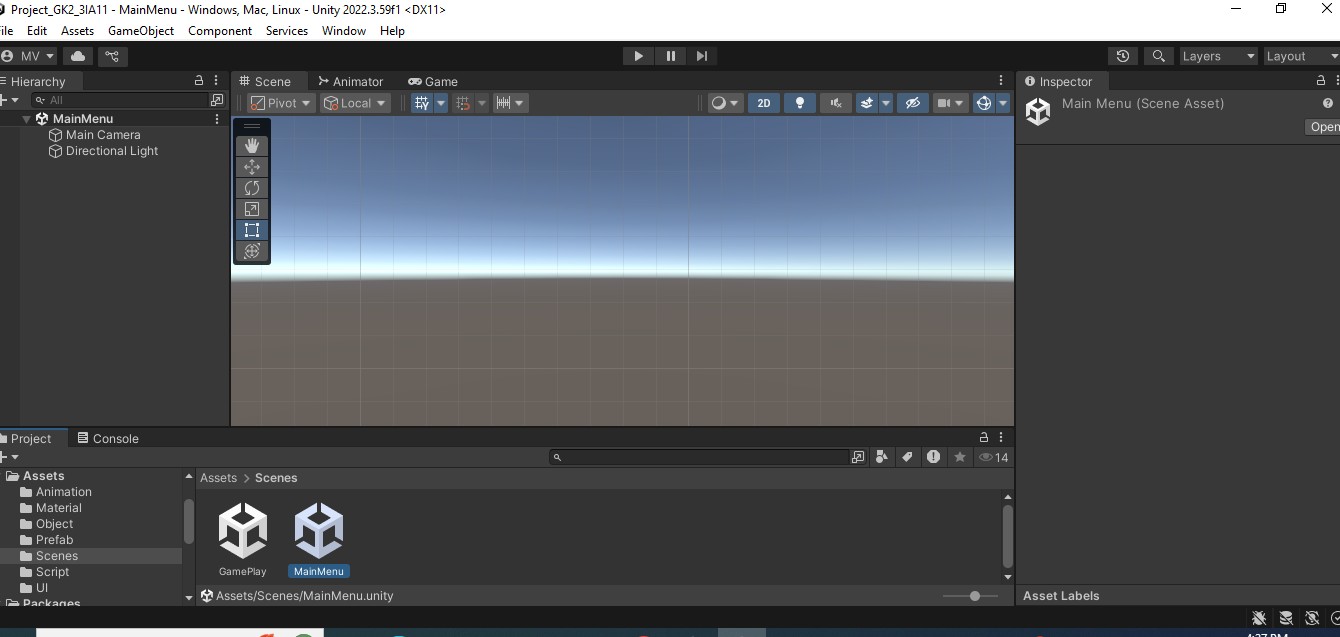
1. Uji coba score

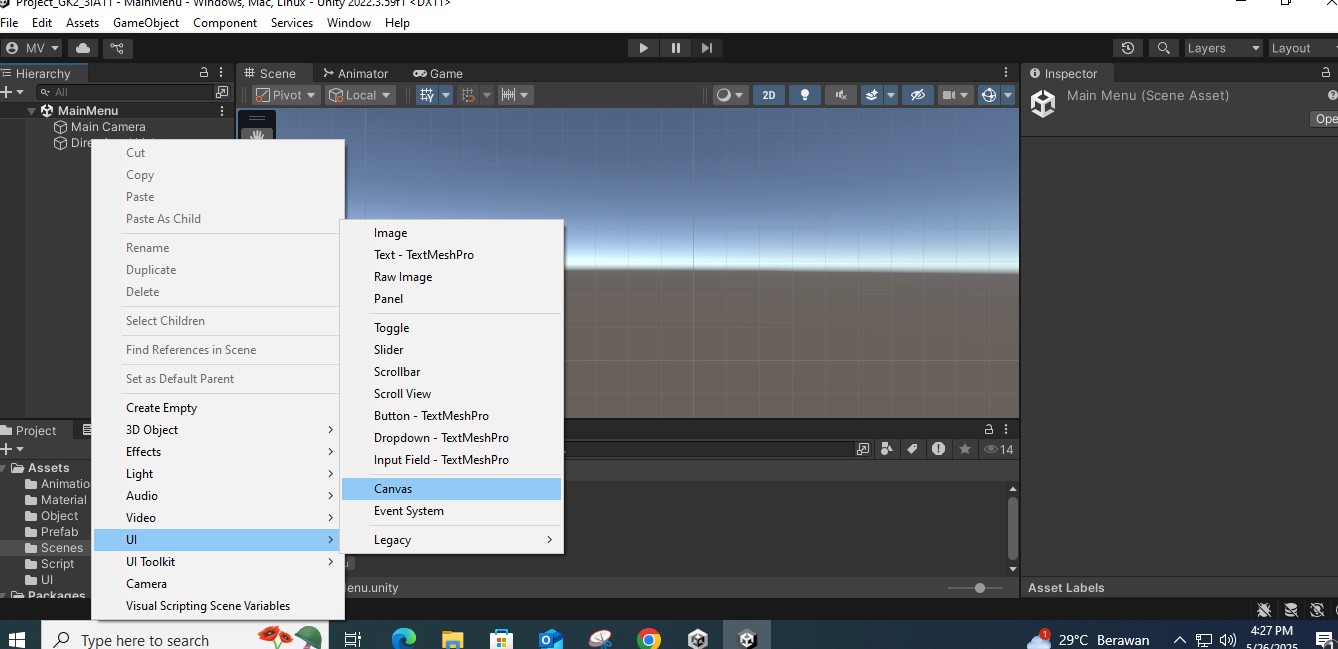


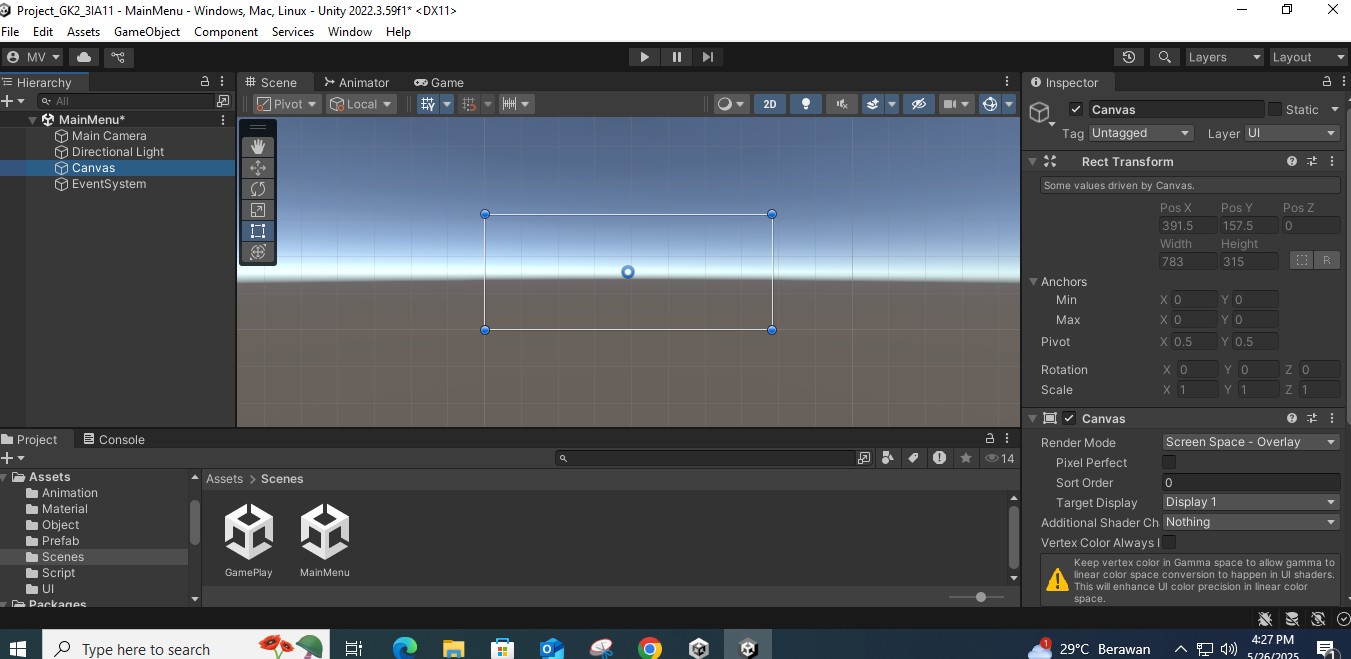
1. Assets -> screnes -> klik kanan -> create -> scene -> ubah nama jadi GamePlay



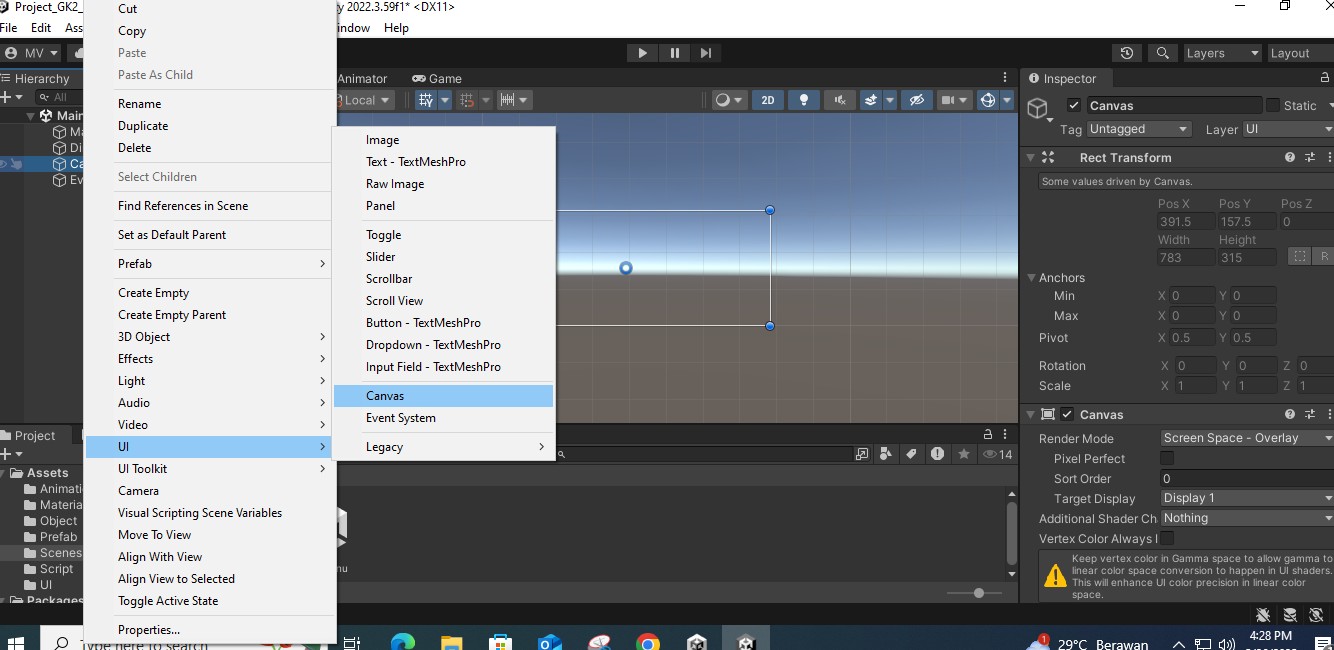
1. Tambahkan juga scene MainMenu



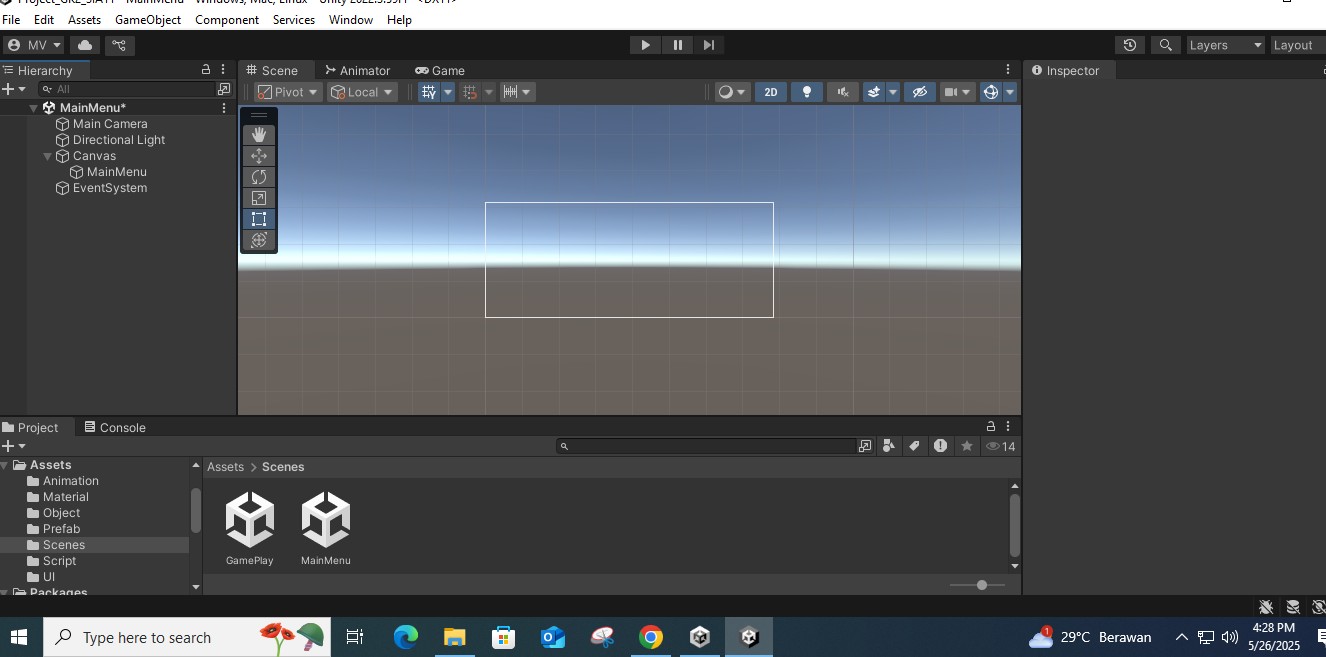
1. Bagian scene -> ui -> canvas
2. canvas



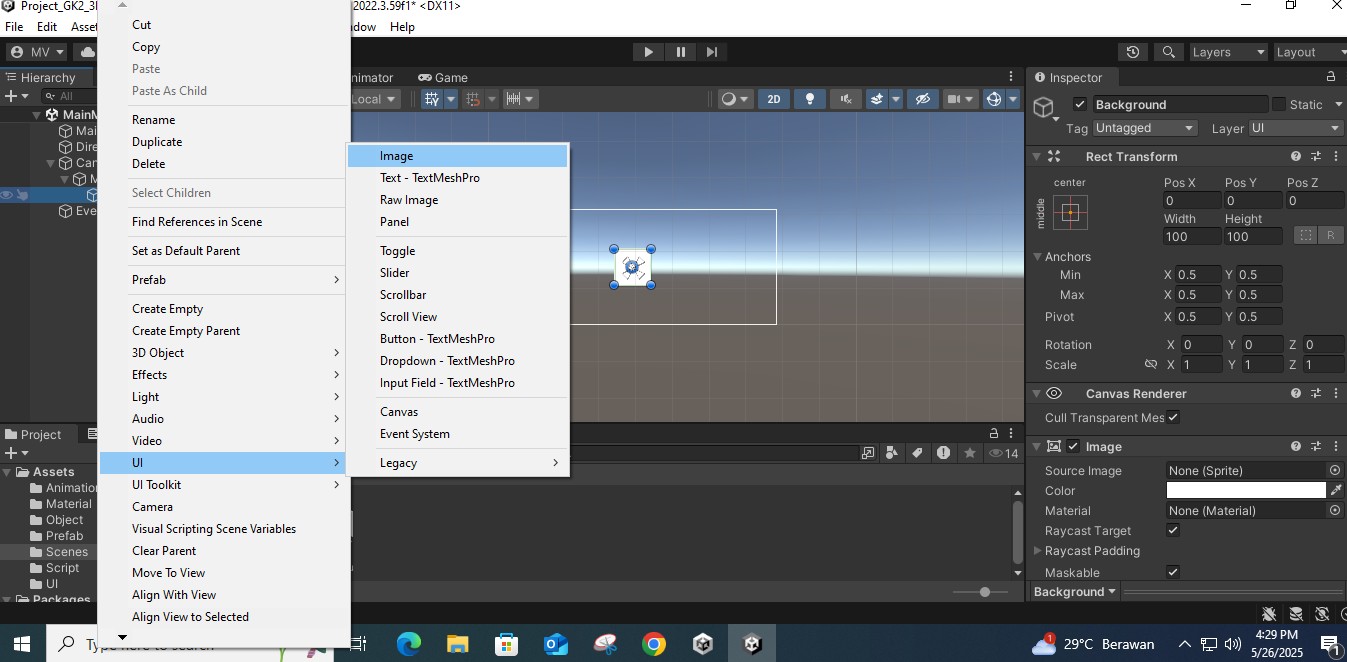
1. Didalam canvas tambahkan canvas lagi



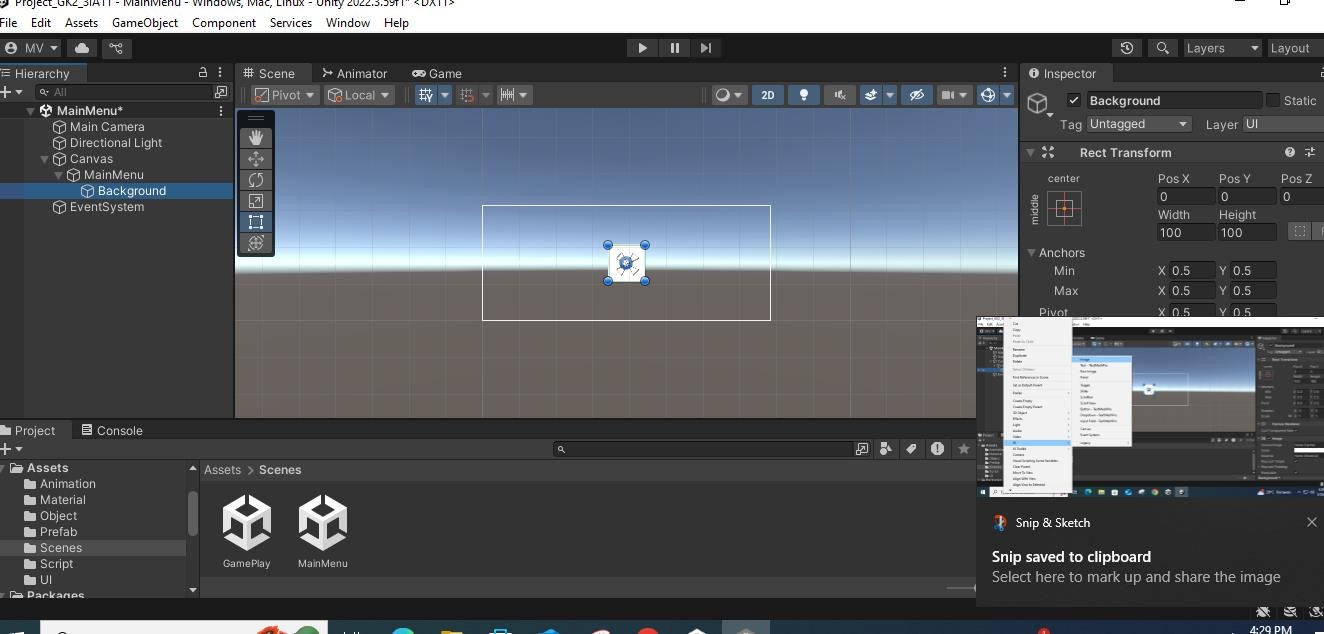
1. Ubah nama jadi MainMenu



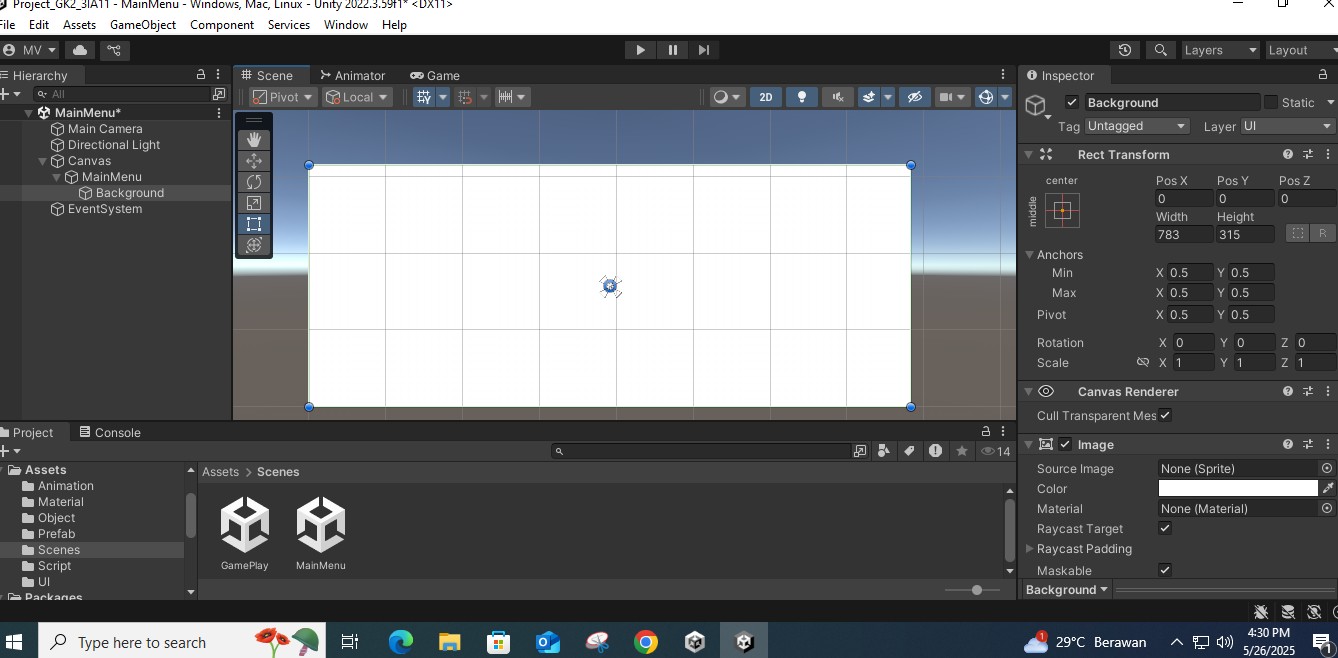
1. Klik kanan di MainMenu -> ui -> image



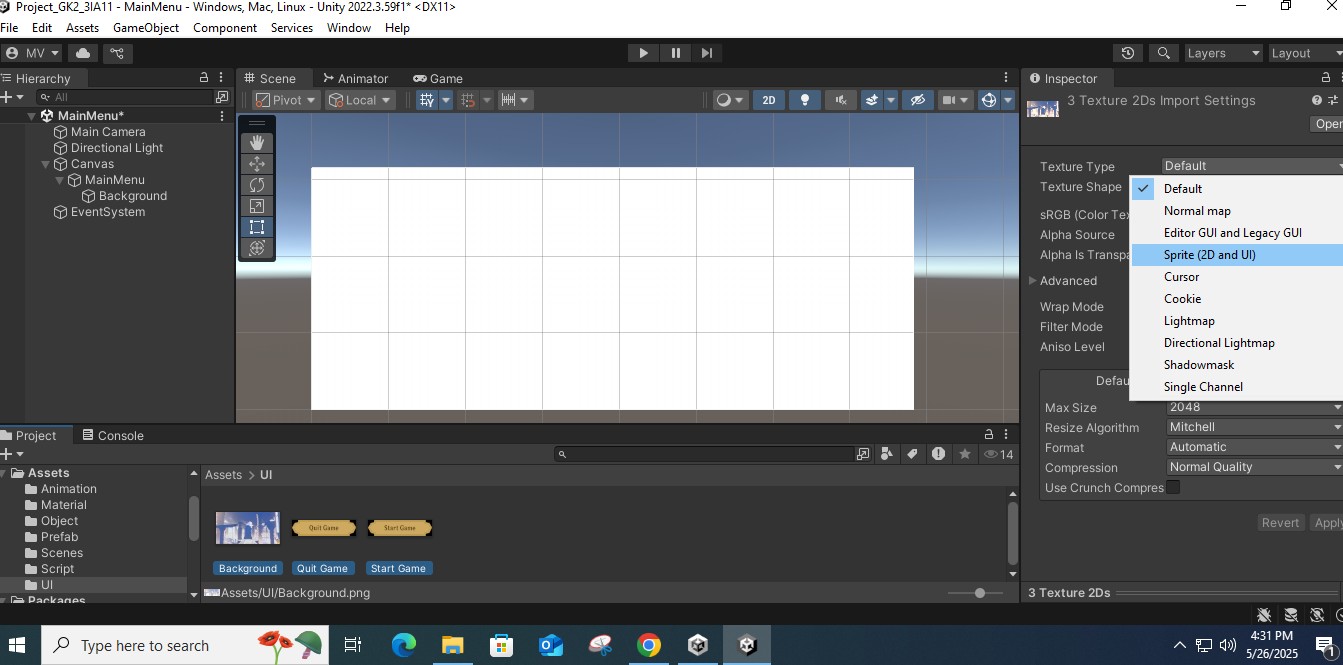
1. Ubah nama dengan background



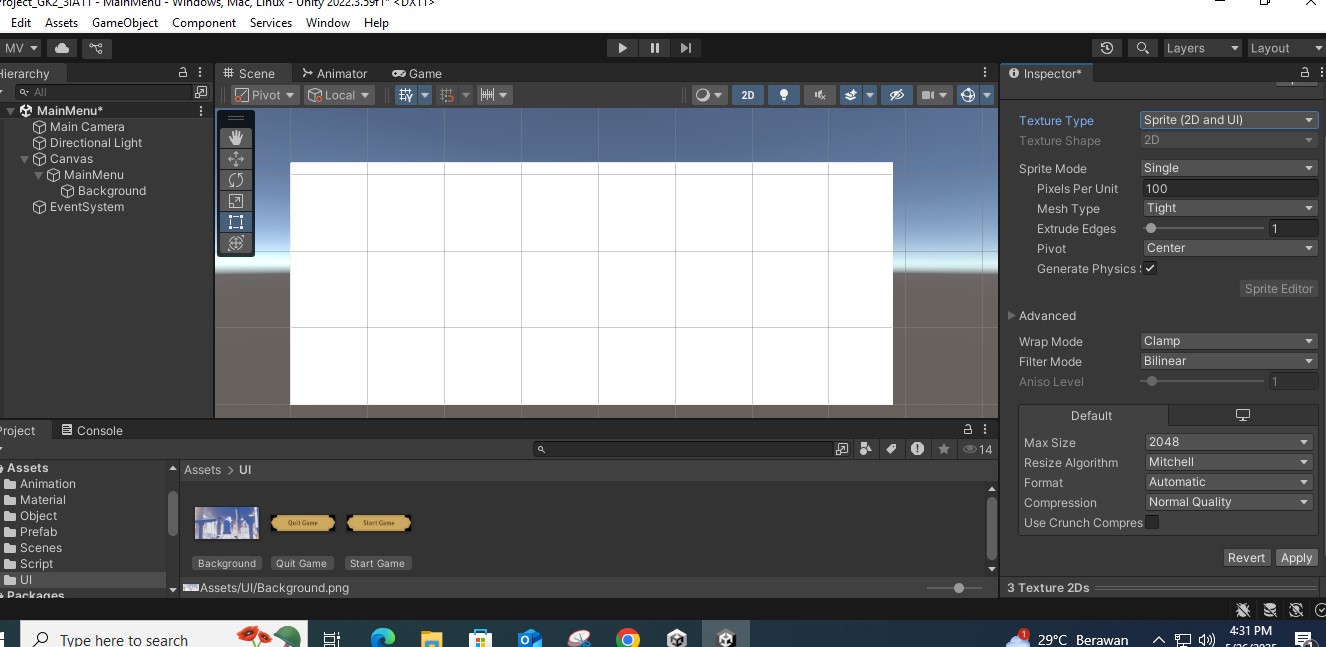
1. Perbesar background



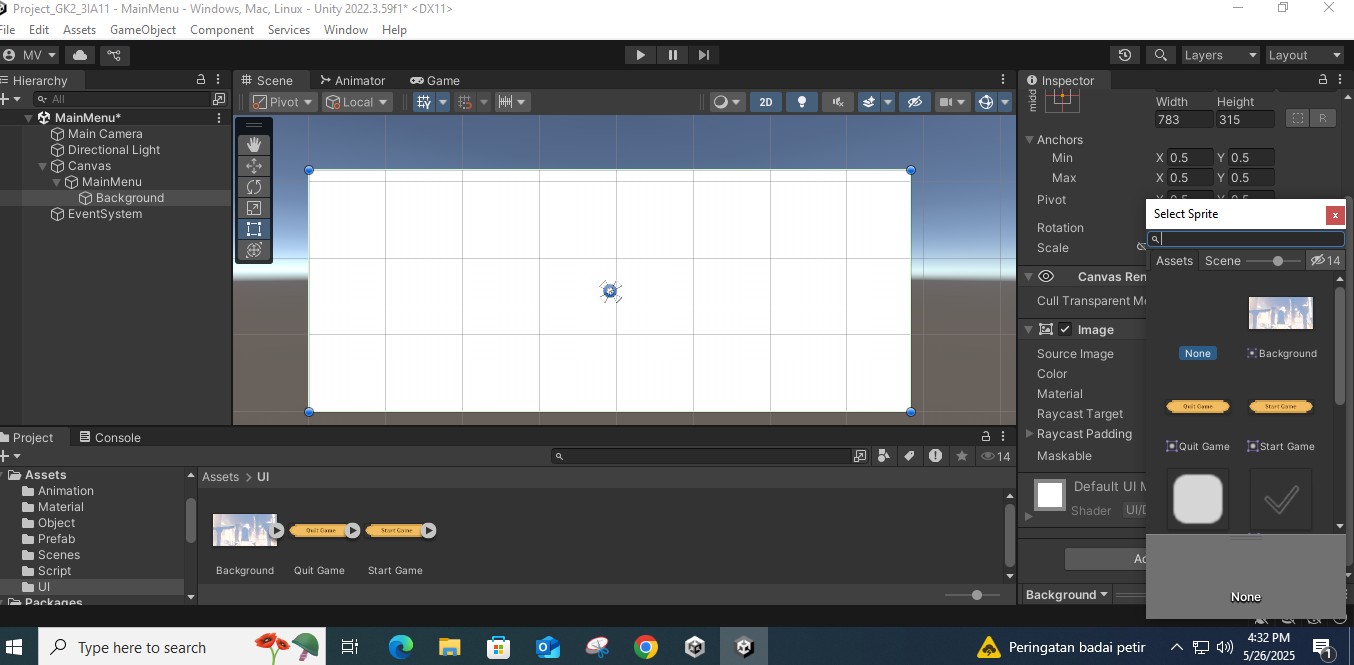
1. Ke inspector -> texture Type -> default ubah ke Sprite (2D and UI)



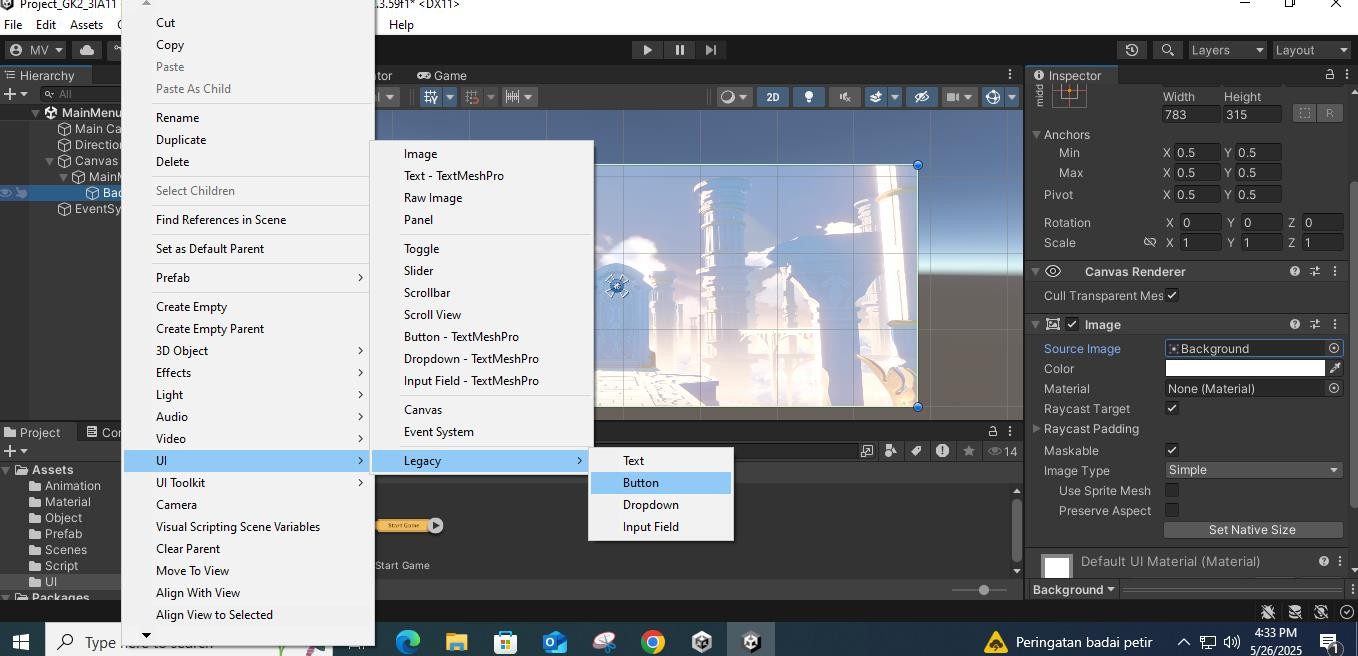
1. Inspector



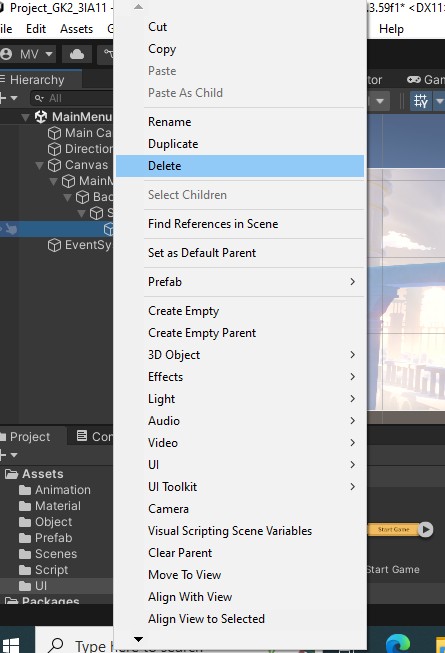
1. Select sprite ganti ke background



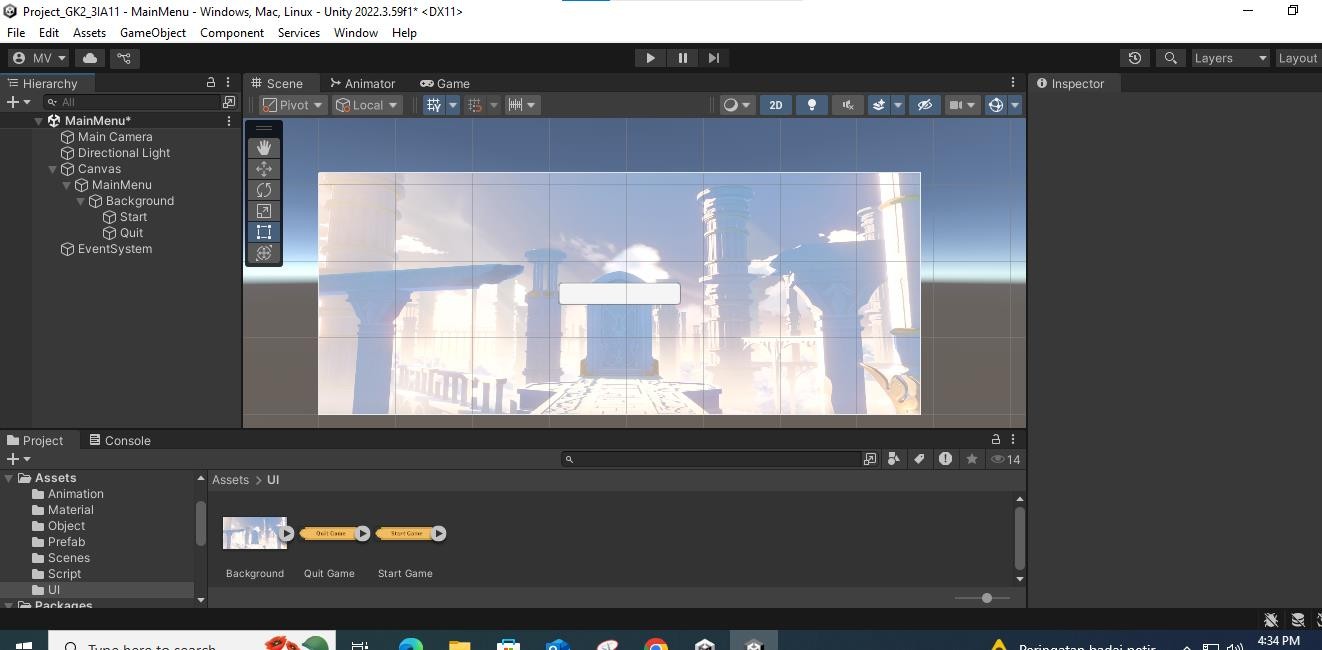
1. Klik kanan di UI -> UI -> LEGACY -> Button



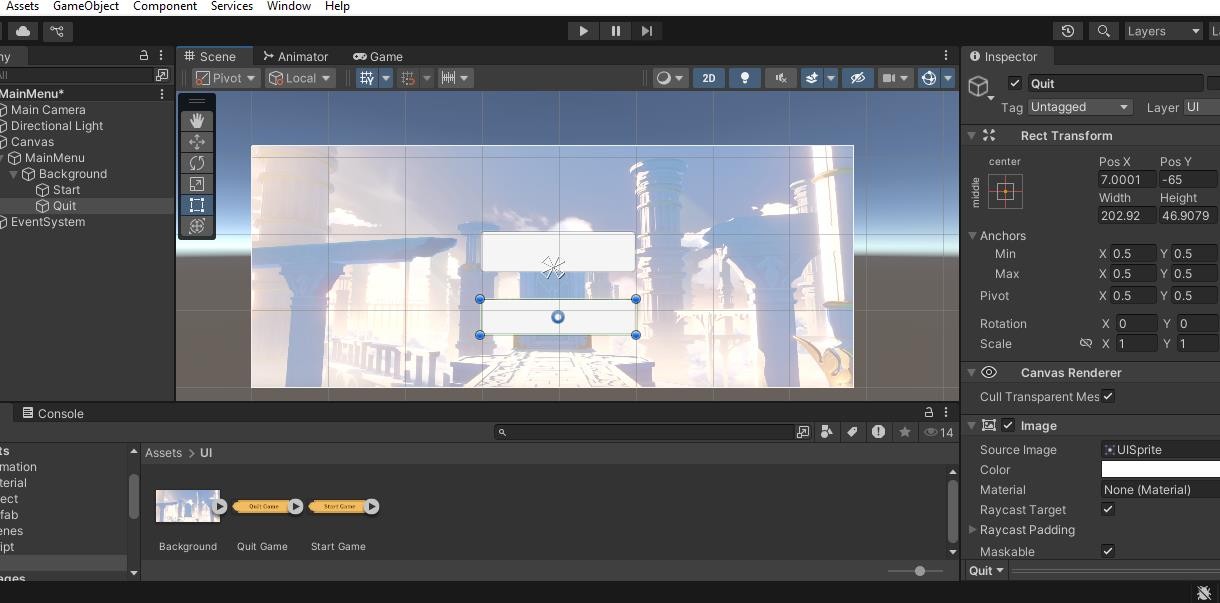
1. delete



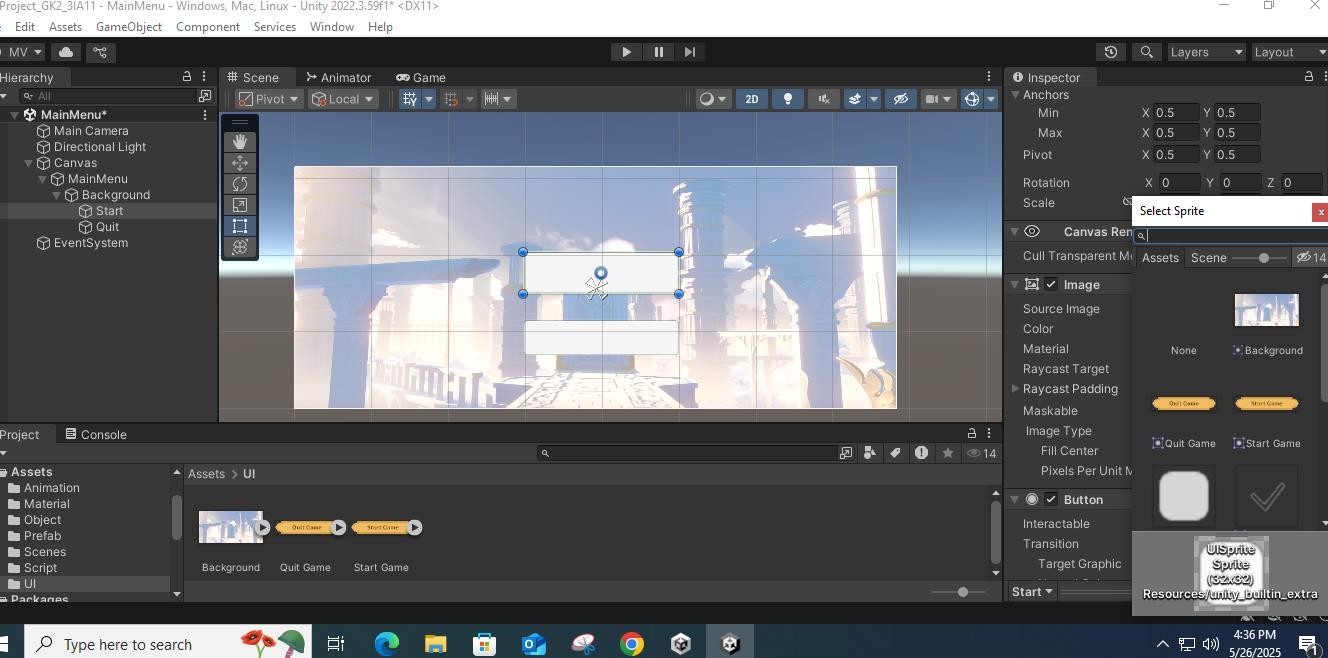
1. button



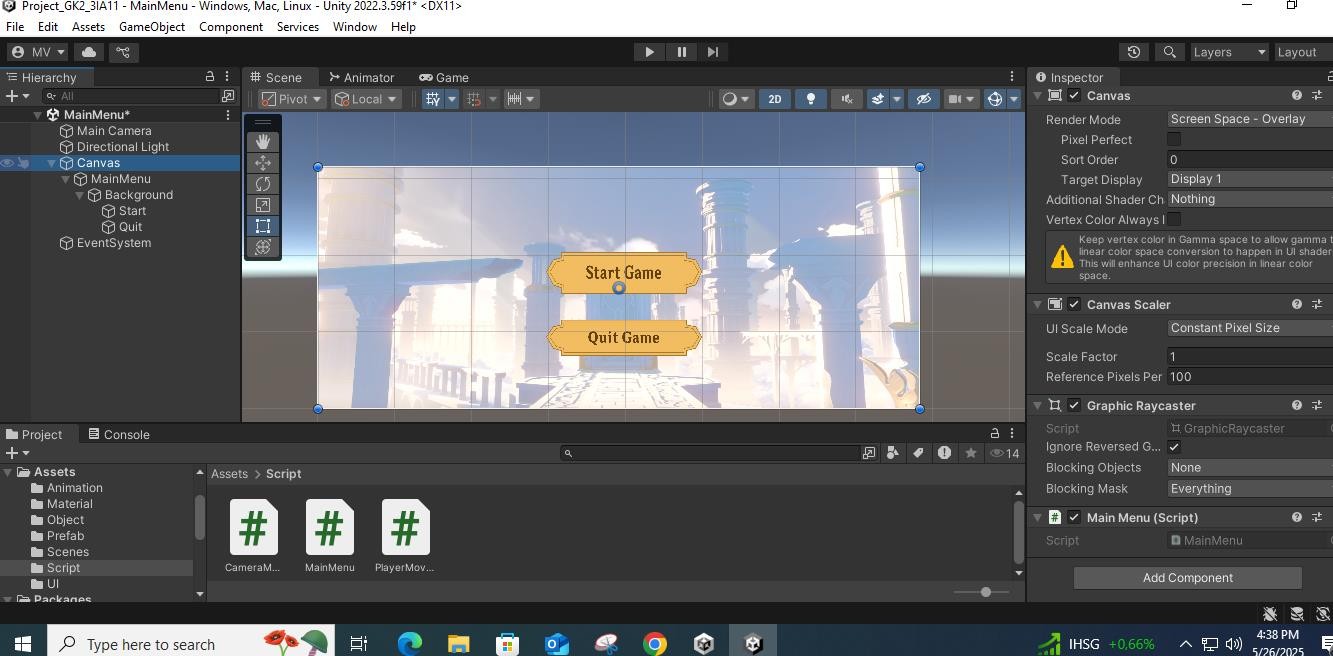
1. tambahkan 2 button



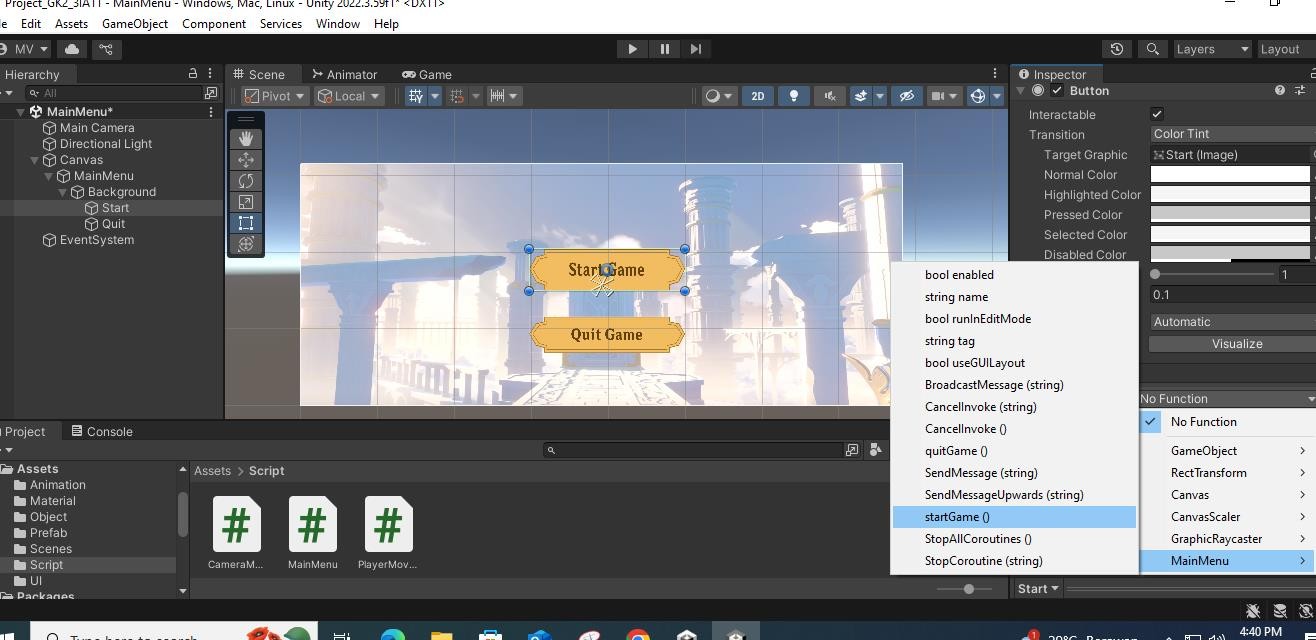
1. Button pertama Select sprite pilih start game



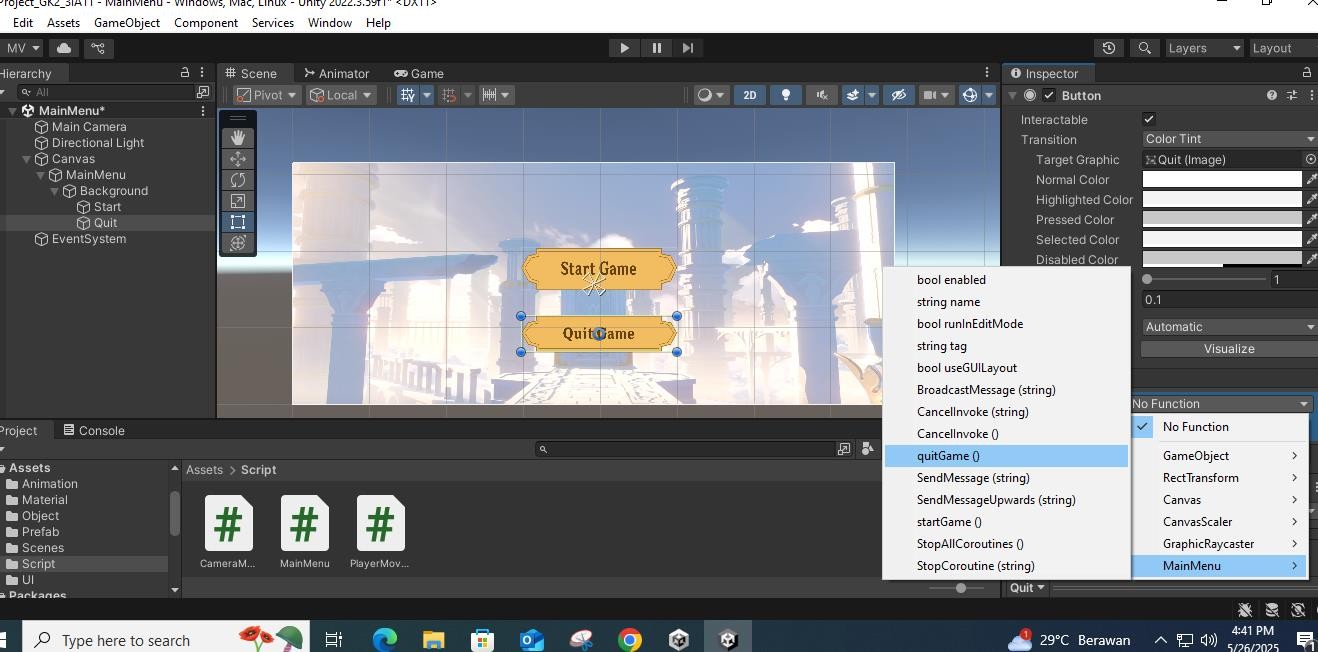
1. Button kedua select sprite pilih quit game
2. Klik mainMenu drag n drop ke canvas



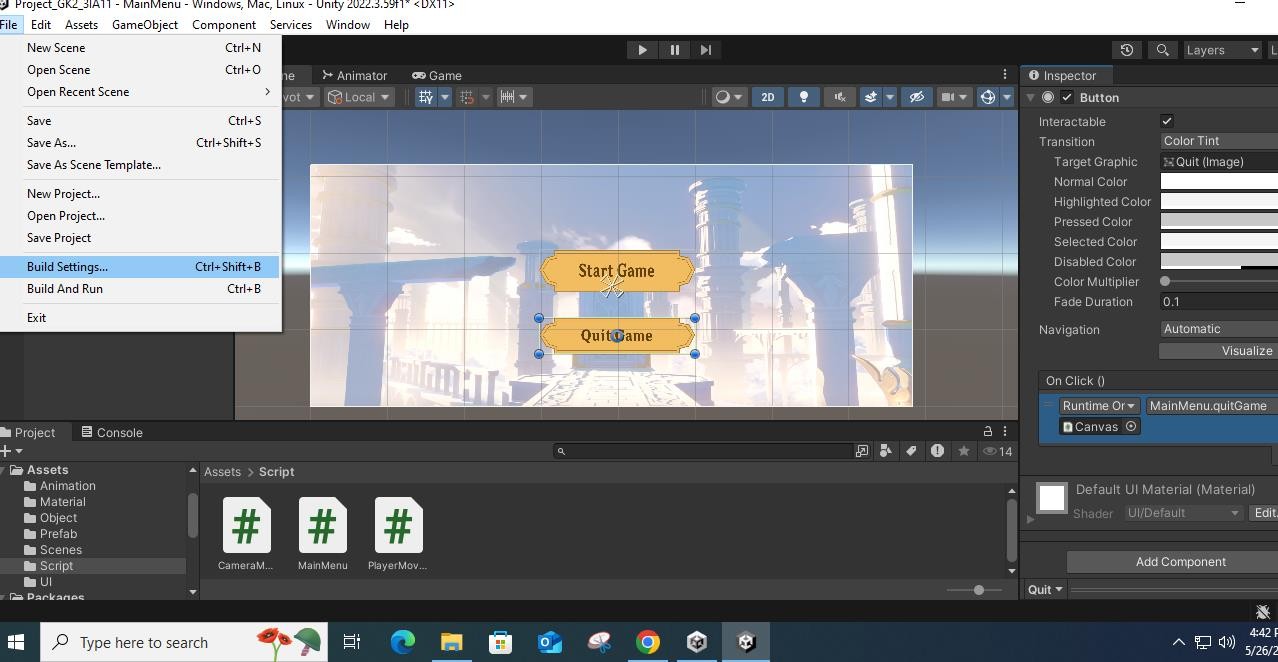
1. button start game ke function -> mainMenu->startGame



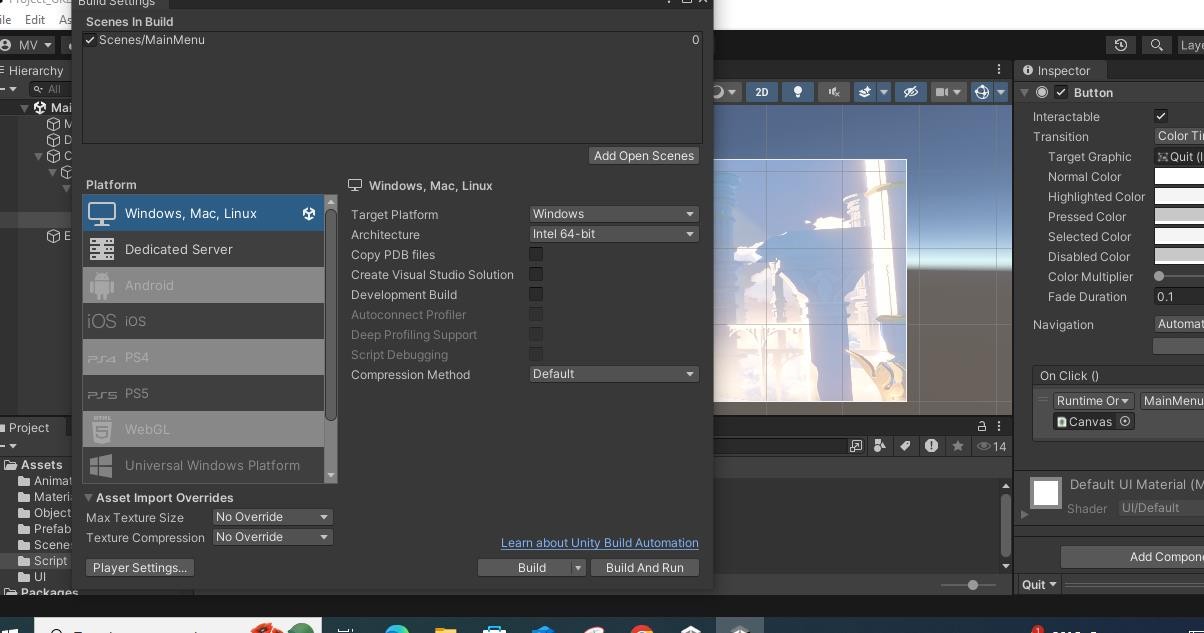
1. Button quit game function -> MainMenu-> quitGame



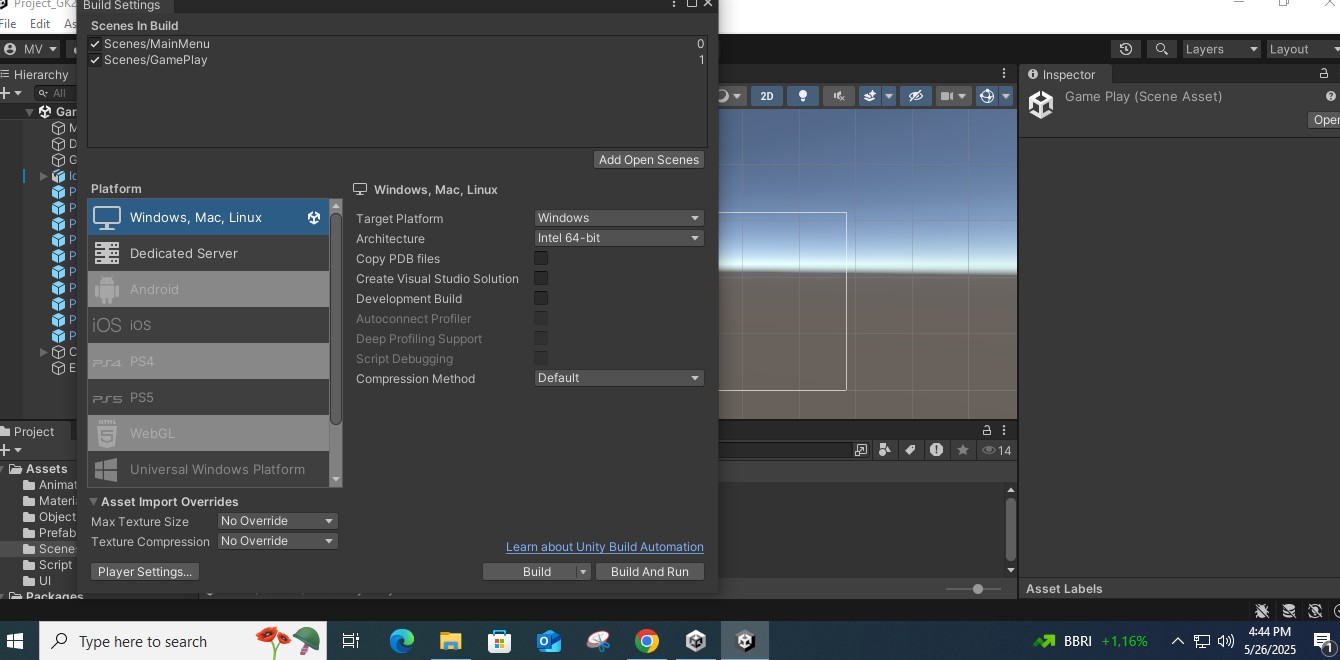
1. Ke file -> build settings



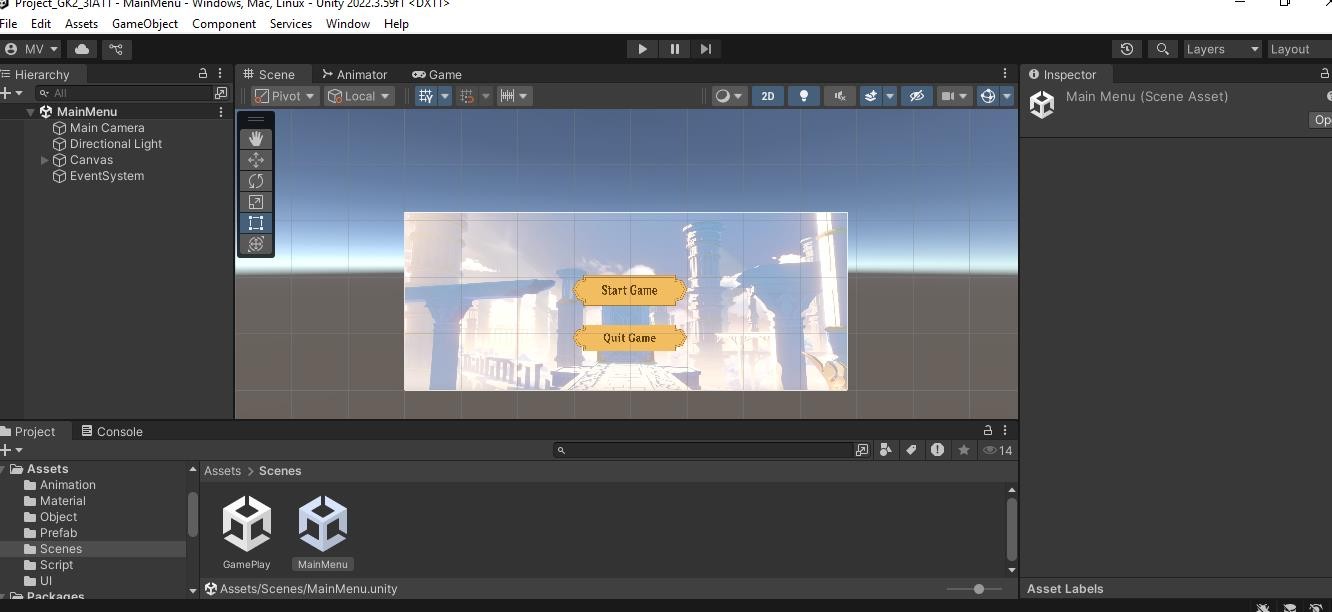
1. Add open scenes



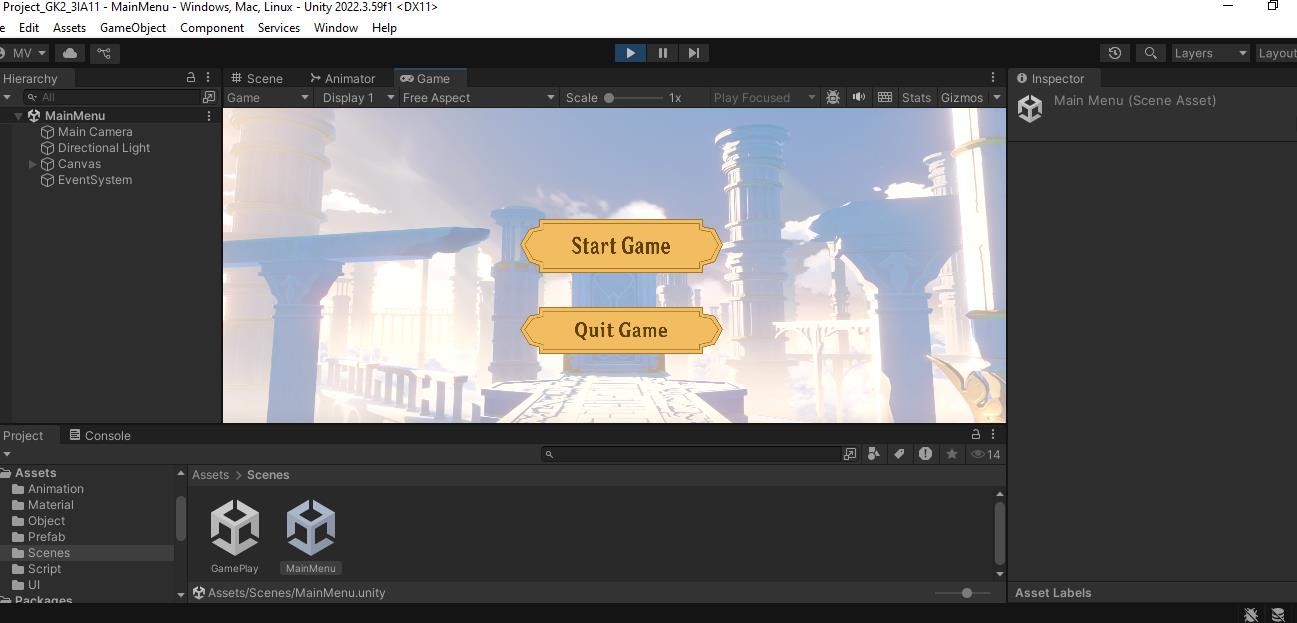
1. Tambahkan scenes/gameplay



1. play



1. Klik start game



1. Coba game

