**Laporan Pengembangan Game Robot Coin**



**Dibuat oleh :**

**Tony Andrean Sjah A11.2019.11698**

**PROGRAM STUDI TEKNIK INFORMATIKA**

**FAKULTAS ILMU KOMPUTER**

**UNIVERSITAS DIAN NUSWANTORO**

**SEMARANG**

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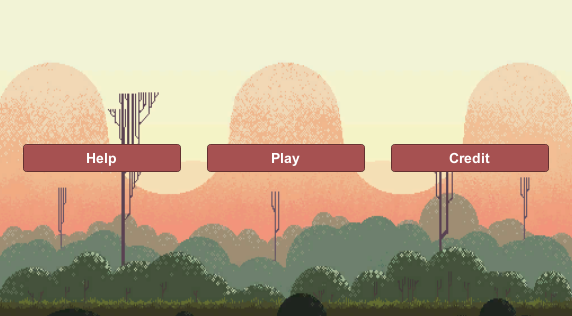
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# Tentang Game

## Deskripsi

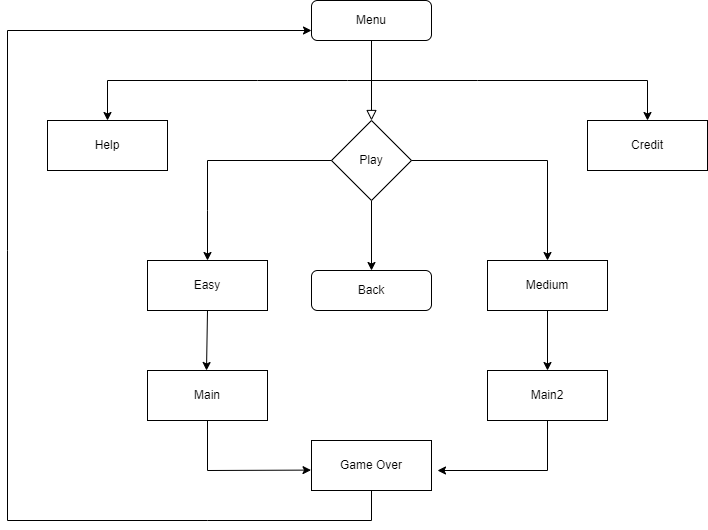
Robot Coin adalah game sederhana yang dibuat untuk Ujian Akhir Semester mata kuliah Game Programming. Cara mainnya pun sangat simple, player hanya perlu menggerakkan character robotboy menggunakan arah panah, spasi, ctrl pada keyboard, dan mengambil coin untuk mendapatkan score, tetapi ada beberapa coin yang zonk yang bisa membuat robotboy mati, terdapat juga enemy robot burung yang ketika disentuh akan tetap berdiri, dan character robotboy akan mati ketika menyentuh helicopter, koin zonk, dan objek traps yang ada pada game. Terdapat juga menu multilevel yang terdiri dari level easy, dan medium.

## Screenshot



# Detail Pengembangan Aplikasi

## Flow chart



|  |
| --- |
| **Menu** |
|  |
| Play()  Credit()  Help() |

## Class diagram

|  |
| --- |
| **Multilevel** |
| Easy  Medium  Back |
| OnLevel1() OnLevel2()  Back() |

|  |
| --- |
| **Main** |
|  |
| GameOver() |

|  |
| --- |
| **Main2** |
|  |
| GameOver() |

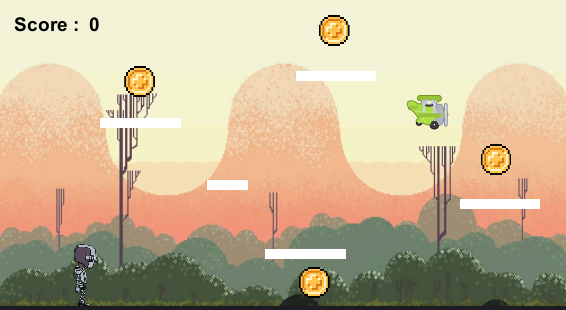
## Screenshot lengkap

## 

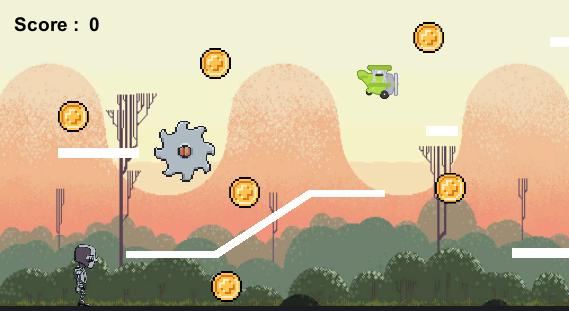
Scene Menu



Scene Multilevel



Scene Game Easy



Scene Game Medium



Scene Help



Scene Credits

# Referensi

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