

DAFTAR PUSTAKA

- [1] R. Maulana, “Tantangan dan Peluang Startup Game di Indonesia pada Tahun 2018,” 2018. [Daring]. Tersedia pada: <https://id.techinasia.com/tantangan-peluang-startup-game-indonesia-tahun-2018>. [Diakses: 12-Jan-2018].
- [2] C. R. Kothari, *Research Methodology: Methods and Techniques*, Second Rev. New Age International, 2004.
- [3] A. M. Bachtiar dan A. Bardansyah, “Pembangunan Class Library untuk Domain Product Management di Aplikasi M-Commerce pada Android,” *JNTETI*, vol. 6, no. 3, hal. 235–242, 2017.
- [4] “.NET Framework Class Library.” [Daring]. Tersedia pada: [https://msdn.microsoft.com/en-us/library/gg145045\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/gg145045(v=vs.110).aspx). [Diakses: 25-Feb-2018].
- [5] B. R. M. Roger S. Pressman, *SOFTWARE ENGINEERING: A PRACTITIONER’S APPROACH*. McGraw-Hill Education, 2015.
- [6] K. C. Kang, S. G. Cohen, J. a Hess, W. E. Novak, dan a S. Peterson, “Feature-Oriented Domain Analysis (FODA) Feasibility Study,” 1990.
- [7] R. E. J. Mohamed E. Fayad, Douglas C. Schmidt, *Building Application Frameworks*. Wiley Computer Publishing, 1999.
- [8] G. Booch, *OBJECT-ORIENTED ANALYSIS AND DESIGN*, SECOND. ADDISON-WESLEY, 1994.
- [9] R. Osherove, *the Art of Unit Testing*, Second. Manning, 2014.
- [10] B. Abrams dan K. Cwalina, *Framework Design Guidelines Conventions, Idioms, and Patterns for Reusable .NET Libraries*. ADDISON-WESLEY, 2005.
- [11] Jesse Schell, *The Art Of Game Design*, vol. 1. Morgan Kaufmann, 2008.
- [12] I. K. Anny Yuniarti, Novita Nata Wardanie, “Dynamic game balancing implementation using adaptive algorithm in mobile-based Safari Indonesia game,” *JPCS*, 2018.

- [13] D. Clark *et al.*, *Beginning C# Object- Oriented Programming Beginning C# Object-Oriented Programming*. 2011.
- [14] B. K. Hamilton dan R. Miles, *Learning UML 2.0*. O'Reilly, 2006.
- [15] "UML Activity Diagram Tutorial." [Daring]. Tersedia pada: <https://www.lucidchart.com/pages/uml-activity-diagram>. [Diakses: 23-Mar-2018].
- [16] J. H. Lee, N. Karlova, R. I. Clarke, dan K. Thornton, "Facet Analysis of Video Game Genres," *Conf. 2014 Proc.*, 2014.
- [17] Dylan Moran, "Gamasutra: Dylan Moran's Blog - 5 Leading Game Engines for indie game developers," 2016. [Daring]. Tersedia pada: https://www.gamasutra.com/blogs/DylanMoran/20160729/278145/5_Leading_Game_Engines_for_indie_game_developers.php. [Diakses: 07-Agu-2018].