

DAFTAR PUSTAKA

- [1] Seidl. Martina, et al., “*UML @Classroom An Introduction to Object-Oriented Modelling*”, Cham : Springer, 2015.
- [2] Setiawan. Rony, “*Flowchart* ” di dalam Teknik Pemecahan Masalah Dengan Algoritma & Flowchart, 2nd ed, Jakarta : Lentera Ilmu Cendekia, 2018.
- [3] Karamian. Vahé, “*Building an RPG with Unity 2018*”, 2nd ed, Birmingham : Packt Publishing, 2018.
- [4] Buckland. Mat, “*Programming Game AI by Example*”, 1st ed, Massachusetts : Jones & Bartlett Learning, 2004.
- [5] Koster. Raph, “*A Theory of Fun for Game Design*”, 2nd ed, California : O’Reilly Media, Inc., 2013, 36-40.
- [6] Zamroni. M. Rosidi, Suryaman. Nizar, & Jalaluddin. Ahmad, “Rancang Bangun Aplikasi Permainan Untuk Pembelajaran Anak Menggunakan *HTML 5*”, Jurnal Teknik, vol. 5, no. 2, pp 489-493, Sept, 2013.
- [7] Kelly. Heath, “*The classical definition of a pandemic is not elusive*”, Bulletin of World Health Organization, vol 89, pp 540-541, July, 2011.
- [8] Putra. D. W. Trise, Andriani Rahmi, “*Unified Modelling Language (UML) dalam Perancangan Sistem Informasi Permohonan Pembayaran Restitusi SPPD*”, Jurnal TEKNOIF, vol. 7, no. 1, pp 32-29, April, 2019
- [9] Filatov. Nick (24 Apr 2020), “*Beat-chart: Game designer’s best friend*”, 2015, Available:

https://www.gamasutra.com/blogs/NickFilatov/20150623/246758/Beatchart__game_designers_best_friend.php

[10] Hormansyah. D. Suryani, Ariadi. R. T. H. Ririd, Pribadi. D. Teguh, “*Implementasi FSM (Finite State Machine) Pada Game Perjuangan Pangeran Diponegoro*”, 4th ed, vol 4, no. 2, pp 290-297, Agustus, 2018

[11] Arahmi, Muhammad, “*Konsep Dasar Sistem Pakar*”, 1st ed, Yogyakarta : Andi, 2005.

[12] Gregory. Jason, “*Game Engine Architecture*”, Boca Raton : Taylor & Francis, CRC Press, 2018, 11-13.

[13] *Game Designing*, (27 Juli 2020), “*RPG Maker Game Engine Review*”, 2020, Available : <https://www.gamedesigning.org/engines/rpg-maker-mv/>

[14] *Slant*, (27 Juli 2020), “*What are the best RPG Maker games?*”, 2020, Available : <https://www.slant.co/topics/2282/~best-rpg-maker-games>

[15] WHO, (2 Juli 2020), “*What Is a Pandemic?*”, 2010, Available : https://www.who.int/csr/disease/swineflu/frequently_asked_questions/pandemic/en/

[16] WHO, (2 Juli 2020), “*Pertanyaan dan jawaban terkait Coronavirus*”, 2020, Available : <https://www.who.int/indonesia/news/novel-coronavirus/qa-for-public>

[17] WHO, (2 Juli 2020), “*Situation Reports - 163*”, 2020, <https://www.who.int/emergencies/diseases/novel-coronavirus-2019/situation-reports>

- [18] Sari. H. Puspa, Nugraheny. D. Erika, (2 Juli 2020), “*UPDATE*: Kini Ada 16.006 Kasus COVID-19 di Indonesia, Bertambah 568”, 2020, Available: <https://nasional.kompas.com/read/2020/05/14/15450521/update-kini-ada-16006-kasus-covid-19-di-indonesia-bertambah-568?page=all>
- [19] Sugiyono, “Metode Penelitian Kuantitatif, Kualitatif, dan R&D, Bandung: PT Alfabet, 2018.
- [20] Creswell. John. W, “*Research Design: Pendekatan Kualitatif, Kuantitatif, dan Campuran*”, 4th ed, Yogyakarta: Pustaka Pelajar, 2016.
- [21] Kendall. K. E, Kendall. J. E, “*Systems Analysis dan Design*”, 8th ed, New York: Prentice Hall, 2011.
- [22] Fauzan. Rauf, Nugraha. I. Bangga, “Pembangunan Aplikasi *Task Management* dalam Mendukung Proyek Pengembangan Perangkat Lunak (Studi Kasus: PT.eBdesk Indonesia)”, JUTEI, vol. 1, no. 2, pp. 129-139, Okt, 2017.
- [23] Kahn. Mohd. Ehmer, Khan. Farmeena, “*A Comparative Study of White Box, Black Box, and Grey Box Testing Techniques*”, IJACSA, vol. 3, no. 6, pp 12, Jun, 2012.