DAFTAR PUSTAKA

[1] I. Sofana, Cisco CCNA & Jaringan Komputer, Bandung: Informatika, 2009.

[2] Gameplay definition: http://www.oxforddictionaries.*com*/definition/english/gameplay (diakses November 2014)

[3] Agame. (2014), Panda wars http://www.agame.com/game/panda-wars (diakses September 2014)

[4] Dharwiyanti. Sri dan Wahono. Satria, Pengantar Unified Modelling Language (UML), 2003.

[5] Pressman. Roger S, Software Engineering – *A Practitioner's Approach fifth edition McGraw-Hill Higher Education, 2001.*

[6] *Xiao Cui and Hao Shi "A*-based Pathfinding in Modern Computer Games" international Journal of Computer Science and Network security, vol 11, No. 1, January 2011*

[7] *Keith Mitchell, Duncan McCaffery, George Metaxas, Joe Finney "Introducing Real Tournament –A Mobile Ipv6 Based Context-Aware Multiplayer Game*

[8] *Zimmerman. Erick, Katie Salen, Rules Play: Game Design Fundamentals, United State Of America: MIT Press, 2003.*

[9] *Sutopo. Hadi. Ariesto, Analisis dan Desain Berorientasi Objek. J & J Learning: Yogyakarta, 2002.*

[10] Nazir, Moh. 2011. *Metode Penelitian*, Ghalia Indonesia, Bogor.

[11] I. (. A. N. Authority), "*Delegation of IPv6 Address Space*," IANA, 14 Juli 1999. [Online]. *Available*: https://www.iana.org/reports/1999/ipv6-announcement.html. [Accessed 20 Januari 2015].

[12] "Artikel Jaringan Komputer," [Online]. Available: http://artikeljaringankomputer.com. [Accessed Januari 2015].

[13] F. S, "Pengertian dan Jenis - Jenis Topologi Jaringan," 12 Desember 2013. [Online]. *Available*: http://www.tutorialcarakomputer.com/2013/12/pengertian-dan-jenis-jenis-topologi-jaringan.html. [Accessed 20 Januari 2015].

[14] J. Lukas, Jaringan Komputer, Graha Ilmu.

[15] M. Syafrizal, Pengantar Jaringan Komputer, Yogyakarta: Andi, 2008.

[16] I. Sofana, Cisco CCNP dan Jaringan Komputer, Bandung: Informatika, 2012.