

MELESTARIKAN KEBUDAYAAN MADURA DENGAN GAME SII COW

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ABSTRAK

Madura adalah salah satu pulau di Jawa Timur yang penuh potensi budayanya. Namun banyak anak muda bahkan orang tua yang tidak tahu tentang budayanya sendiri. Lambat lahun bila hal ini berlanjut maka kebudayaan pasti tergerus zaman. Salah satu cara untuk membuat kebudayaan agar tetap dikenal masyarakat, dengan menggunakan game komputer. Komputer sekarang sangat banyak digunakan. Semua orang mempunyai komputer. Menggunakan pengenalan kebudayaan kedalam game yang menarik, membuat masyarakat ingin tahu sehingga kebudayaanpun dapat dilestarikan.

Game tentang kebudayaanpun sudah ada yang mengembangkan, yang berisi tentang Madura sudah ada yang meriset. Namun, kebanyakan game dikemas dalam grafik sederhana dengan pertanyaan tanpa model dan jalan cerita yang jelas sehingga pemain cepat bosan.

Karena itu, penulis ingin mengembangkan sebuah game kebudayaan berjudul “SuperCow”. Game ini mempunyai jalan cerita yang jelas ,sehingga pemain lebih lama bermain, dan ikut dalam alur cerita game, cara ini diharapkan banyak kebudayaan yang bisa diketahui oleh masyarakat. Metode pengembangan *game* ini mengadopsi metodologi *Digital Game Based Learning* (DGBL). Game ini dikembangkan dengan teknologi *Unity game engine*, karena aplikasi ini sudah ter *include* dengan *physic engine*. Diharapkan dengan adanya *game* SuperCow ini kebudayaan Madura dapat dilestarikan.

MELESTARIKAN KEBUDAYAAN MADURA DENGAN GAME SIICOW

**Diajukan untuk Memenuhi Persyaratan Penyelesaian Diploma
Tiga (D3) dan Memperoleh Gelar Diploma Komputer Jurusan
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**PROGRAM STUDI TEKNIK MULTIMEDIA DAN
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Halaman ini sengaja dikosongkan

DAFTAR ISI

ABSTRAK.....	iii
KATA PENGANTAR	Error! Bookmark not defined.
DAFTAR ISI	vii
DAFTAR GAMBAR	x
1.1 Latar Belakang Masalah.....	Error! Bookmark not defined.
1.2. Rumusan Masalah	Error! Bookmark not defined.
1.3. Tujuan	Error! Bookmark not defined.
1.4 Manfaat	Error! Bookmark not defined.
1.5 Batasan Masalah.....	Error! Bookmark not defined.
1.6 Metodologi Pengerjaan Tugas Akhir..	Error! Bookmark not defined.
BAB II LANDASAN TEORI.....	Error! Bookmark not defined.
2.1 Kebudayaan Madura	Error! Bookmark not defined.
2.2 Game Adventure Edukasi.....	Error! Bookmark not defined.
2.3 Unity Game Engine	Error! Bookmark not defined.
2.4 Physic engine	Error! Bookmark not defined.
2.5 Peneletian Sebelumnya	Error! Bookmark not defined.
BAB III RANCANGAN SISTEM DAN APLIKASI	Error!
Bookmark not defined.	
3.1 Karakter Game	Error! Bookmark not defined.
3.2 Asset Game	Error! Bookmark not defined.
3.3 Rule Permainan	Error! Bookmark not defined.
3.4 Fitur.....	Error! Bookmark not defined.
3.5 Level Stage.....	Error! Bookmark not defined.
3.6 Flowchart Sistem.....	Error! Bookmark not defined.
BAB IV	Error! Bookmark not defined.
IMPLEMENTASI DAN UJI COBA	Error! Bookmark not defined.
4.1 Membuat folder baru.....	Error! Bookmark not defined.
4.2 Membuat <i>Background</i>	Error! Bookmark not defined.

4.3 physic engine.....	Error! Bookmark not defined.
4.4 Sprite Animator(Player / karakter utama) ..	Error! Bookmark not defined.
4.5 Rigid body (Player / karakter utama) ..	Error! Bookmark not defined.
4.6 <i>Code Player</i> berjalan dan melompat ...	Error! Bookmark not defined.
4.7 Healing	Error! Bookmark not defined.
4.8 Damage	Error! Bookmark not defined.
4.9 Coin.....	Error! Bookmark not defined.
4.10 Meriam.....	Error! Bookmark not defined.
4.11 Pause menu.....	Error! Bookmark not defined.
4.12 Build.....	Error! Bookmark not defined.
4.13 Splash	Error! Bookmark not defined.
4.14 Sound.....	Error! Bookmark not defined.
4.15 Data base	Error! Bookmark not defined.
4.17 Door and key	Error! Bookmark not defined.
4.18 Uji Coba dan Tes.....	Error! Bookmark not defined.
4.19 Uji Coba Tanggapan Responden	Error! Bookmark not defined.
Uji Ketertarikan Responden	Error! Bookmark not defined.
Uji <i>Game</i> Sebagai Media Pembelajaran....	Error! Bookmark not defined.
Uji Tingkat Kesusahan Perlevel ..	Error! Bookmark not defined.
Analisa	Error! Bookmark not defined.
BAB 5 KESIMPULAN DAN SARAN.....	Error! Bookmark not defined.
5.1 KESIMPULAN	Error! Bookmark not defined.
5.2 SARAN	Error! Bookmark not defined.
Daftar pustaka	Error! Bookmark not defined.

DAFTAR GAMBAR

gambar 2.1 tampilan awal unity game engine	ERROR!
BOOKMARK NOT DEFINED.	
gambar 2.2 contoh sprite didalam game	ERROR! BOOKMARK NOT DEFINED.
gambar 2.3 contoh potongan source code dalam physic engine	ERROR! BOOKMARK NOT DEFINED.
gambar 2.4 hasil dari <i>source code</i>	ERROR! BOOKMARK NOT DEFINED.
gambar 3.1 karakter game.....	ERROR! BOOKMARK NOT DEFINED.
gambar 3.2 meriam	ERROR! BOOKMARK NOT DEFINED.
gambar 3.3 musuh hantu.....	ERROR! BOOKMARK NOT DEFINED.
gambar 3.4 black jack...	ERROR! BOOKMARK NOT DEFINED.
gambar 3.5 gambar ground atau tanah letak karakter berpijak	ERROR! BOOKMARK NOT DEFINED.
gambar 3.7 koin dalam game.....	ERROR! BOOKMARK NOT DEFINED.
gambar 3.8 <i>heal</i>	ERROR! BOOKMARK NOT DEFINED.
gambar 3.9 gambar item yang harus ditemukan	ERROR! BOOKMARK NOT DEFINED.
gambar 3.10 pintu keluar	ERROR! BOOKMARK NOT DEFINED.
gambar 3.11 papan informasi	ERROR! BOOKMARK NOT DEFINED.
gambar 3.12 rule permainan	ERROR! BOOKMARK NOT DEFINED.
gambar 3.13 tampilan <i>intro</i> awal saat game masuk.....	ERROR! BOOKMARK NOT DEFINED.
gambar 3.14 tampilan menu awal	ERROR! BOOKMARK NOT DEFINED.
gambar 3.15 tampilan stage	ERROR! BOOKMARK NOT DEFINED.
gambar 3.13 gambar flowchart sistem.....	ERROR! BOOKMARK NOT DEFINED.

gambar 4.1 cara membuat folder**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.2 asset yang sudah jadi ditaruh dalam folder**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.3 cara membuat background..... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.4 membuat background scrolling**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.5 menamai *script*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.6 *edit script* ...**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.7 code scroll background ..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.8 *asset tanah*..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.9 *transfor* tanah.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.10 *phisic menu***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.11 pengaturan *phisic engine* **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.12 contoh *sprite***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.13 membuat *sprite***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.14 pengaturan *sprite editor* **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.15 pixels per unit**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.16 *slice*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.17 animasi.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.18 pengaturan animasi**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.19 time line *sprite animation* **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.20 pengaturan *time line*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.21 *animator*..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.22 animator setup.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.23 logika langkah.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.24 logika loncat.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.25 logika loncat ke diam...**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.26 logika *run*.**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.27 *run* ke *jump*.....**ERROR! BOOKMARK NOT DEFINED.**

4.28 gambar *add component*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.29 gambar tampilan *rigidbody*... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.30 karakter yang sudah tertempel *rigid body*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.31 tampilan awal mono dev **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.32 code variable *maxxspeed*..... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.34 code jalan di method *fixed update***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.35 code pengaturan *speed*.**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.38 hasil *heal*..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.39 *sprite heal*.**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.40 *sprite heal 2*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.41 mengatur *sprite heal***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.42 *slice heal*..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.43 *slice* yang sudah terpotong.... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.44 gambar membuat *canvas*..... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.45 gambar tampilan *canvas*..... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.46 gambar patokan heal ditaruh. **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.47 gambar *code variable*...**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.48 code bagian method void start**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.49 code bagian method void update.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.50 hasil method dari class hud... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.51 variabel class player untuk class hud**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.52 tambahan code didalam void start.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.53 method baru die**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.54 gambar method tambahan void update**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.55 gambar *ghost enemy*....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.56 method damage didalam class player.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.57 method damage yang dimasukkan kedalam ontrigger colider**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.58 gambar bagian animator dari player**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.59 component didalam objek player**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.60 method pemanggilan animasi sapi.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.61 *coin***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.62 gambar tag**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.63 method coin didalam class player.**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.64 variabel text coins**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.65 method penambahan point **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.66 ui text**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.67 gambar game objek baru..... **ERROR! BOOKMARK NOT DEFINED.**
gambar 4.68 hasil pointtext.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.69 gambar meriam**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.70 gambar animasi meriam..... **ERROR! BOOKMARK NOT DEFINED.**
gambar 4.71 pergerakan animasi pertama . **ERROR! BOOKMARK NOT DEFINED.**
gambar 4.72 gambar parameter meriam **ERROR! BOOKMARK NOT DEFINED.**
gambar 4.73 animasi awake.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.74 meriam tidur.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.75 meriam kanan.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.76 meriam kiri.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.77 transisi meriam kekiri ..**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.78 transisi kekiri**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.79 transisi kekanan**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.80 transisi.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.81 meriam tidur.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.82 colider untuk meriam...**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.83 colider untuk attack left**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.84 colider right.....**ERROR! BOOKMARK NOT DEFINED.**
gambar 4.85 variabel meriam**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.86 method void awake**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.87 method void start**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.88 method range**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.89 gambar method void update.. **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.90 gambar method attacking right**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.91 class attack.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.92 *class* peluru**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.93 objek baru meriam**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.94 attack range**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.95 component meriam**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.96 meriam yang sudah jadi **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.97 *knock back***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.98 pause menu**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.99 *menu button***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.100 variabel *class pause menu*... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.101.method method di *class pause***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.102 method update.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.103 gambar *object pause menu*.. **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.104 objek game control**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.105 pengaturan tombol resume..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.106 pencarian method *resume* ...**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.107 pemilihan method *restart*....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.108 pemiliha method *main menu***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.109 penghilangan centang *canvas***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.110 gambar tampilan *build***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.111 contoh splash**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.112 animasi *splash*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.113 class *splash***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.114 *audio source*.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.115 jump**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.116 gambar *audio source jump*..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.117 *audio source hit*(terkena musuh)**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.117 audio source coint**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.118 variabel sound effect..**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.119 method awake**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.120 perintah pemanggilan suara efek**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.121 coint sound effect.....**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.122 hit sound effect**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.123 komponen *player***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.124 method baru untuk menyimpan point**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.125 method *load***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.126 class *moneyscript***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.127 class game master**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.128 hasil method game master... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.129 hasil method *moneyscript* ... **ERROR! BOOKMARK NOT DEFINED.**

gambar 4.130 tampilan pintu**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.131 class *door***ERROR! BOOKMARK NOT DEFINED.**

gambar 4.132 tampilan key(kunci kebudayaan)**ERROR! BOOKMARK NOT DEFINED.**

gambar 4.134 class key.**ERROR! BOOKMARK NOT DEFINED.**

