

# LAMPIRAN

## Lampiran 1

Survei yang dilakukan kepada perwakilan siswa siswi SMP Xaverius Pringsewu terhadap Game karakter Pahlawan Lampung.

The image shows a Google Forms interface for a survey. The title is "Kuisisioner Pengujian Game Karakter Pahlawan Lampung". Below the title, it states "Kuisisioner ini dibuat untuk keperluan Penelitian pada siswa SMP Xaverius Pringsewu". The form is currently in the "Jawaban" (Answers) view, showing "30 jawaban" (30 answers). There are tabs for "Pertanyaan" (Questions), "Jawaban" (Answers), and "Setelan" (Settings). The "Jawaban" tab is active, and the "30" is highlighted. At the top right, there are icons for help, view, and share. Below the title, there is a notification: "Semua perubahan telah disimpan di Drive" (All changes have been saved to Drive). On the right side, there is a "Link ke Spreadsheet" (Link to Spreadsheet) button and a "Menerima jawaban" (Accept answers) toggle switch which is turned on. At the bottom, there are three tabs: "Ringkasan" (Summary), "Pertanyaan" (Questions), and "Individual". The "Ringkasan" tab is currently selected.

## Lampiran 2

### Script Codingan

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Musuh : MonoBehaviour
{
    Pergerakan KomponenGerak;

    // Start is called before the first frame update
    void Start()
    {
        KomponenGerak =
        GameObject.Find("Player").GetComponent<Pergerakan>();
    }

    // Update is called once per frame
    void Update()
    {

    }

    void OnTriggerEnter2D (Collider2D other)
    {
        if (other.gameObject.name == "Player")
        {
            KomponenGerak.nyawa--;
        }
    }
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class Pergerakan : MonoBehaviour
{
    Text infonyawa, infokertas;

    public float kecepatan, scaleX, lompat, jangkauan;

    public bool tanah;
    public LayerMask targetlayer;
    public Transform deteksitanah;
    public int nyawa;
    public int kertas;
    public bool tombolkiri,tombolkanan,tombolloncat;
}

```

```

public GameObject menang, kalah;

Vector3 mulai;
public bool ulang;

Animator anim;

void Start()
{
    infonyawa =
GameObject.Find("UInyawa").GetComponent<Text> ();
    infokertas =
GameObject.Find("UIpaperRol").GetComponent<Text> ();
    scaleX = transform.localScale.x;
    anim = GetComponent<Animator>();
    mulai = transform.position;

}

public void jalan_kiri() {
    transform.localScale = new Vector3 (scaleX,
transform.localScale.y, transform.localScale.z);

transform.Translate(Vector3.left*kecepatan*Time.fixedDeltaTime,
Space.Self);
}

public void jalan_kanan() {
    transform.localScale = new Vector3 (-scaleX,
transform.localScale.y, transform.localScale.z);

transform.Translate(Vector3.right*kecepatan*Time.fixedDeltaTime,
Space.Self);
}

public void melompat() {
    GetComponent<Rigidbody2D>().velocity = new Vector3
(0,lompat);
}

void Update()
{
    infonyawa.text = "Nyawa : " + nyawa.ToString ();
    infokertas.text = "Kertas : " + kertas.ToString ();

if(ulang==true)
{
    transform.position = mulai;
    ulang = false;
}

if (nyawa <= 0)
{
    Destroy(gameObject);
}
}

```

```

        kalah.SetActive (true);
    } else if (kertas>=8){
        menang.SetActive (true);
    }

    if (tanah == true)
    {
        anim.SetBool("lompat", false);
    }

    else
    {
        anim.SetBool("lompat", false);
    }
    tanah = Physics2D.OverlapCircle (deteksitanah.position,
    jangkauan, targetlayer);

    if (Input.GetKey (KeyCode.LeftArrow) || (tombolkiri)){
        anim.SetBool("lari", true);
        jalan_kiri();
    }
    else if (Input.GetKey (KeyCode.RightArrow) ||
    (tombolkanan)){
        anim.SetBool("lari", true);
        jalan_kanan();
    }

    else {
        anim.SetBool("lari", false);
    }
    if (tanah == true && (Input.GetKeyDown
    (KeyCode.UpArrow)))
    {
        melompat();
    }
}

public void tekankiri()
{
    tombolkiri = true;
}

public void lepaskiri()
{
    tombolkiri = false;
}

public void tekankan()
{
    tombolkanan = true;
}

public void lepaskan()
{

```

```

        tombolkanan = false;
    }

    public void loncat()
    {
        if (tanah == true && (Input.GetKeyDown (KeyCode.UpArrow)
|| (tombolloncat)))
        {
            melompat();
        }
    }
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class nextScene : MonoBehaviour
{
    public void StartButton (string scanename)
    {
        SceneManager.LoadScene (scanename);
    }

    // Start is called before the first frame update
    void Start()
    {
    }

    // Update is called once per frame
    void Update()
    {
    }
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class FollowCamera : MonoBehaviour
{
    public float interpVelocity;
    public float minDistance;
    public float followDistance;
}

```

```

public GameObject target;
public Vector3 offset;
Vector3 targetPos;
// Use this for initialization
void Start () {
    targetPos = transform.position;
}

// Update is called once per frame
void FixedUpdate () {
    if (target)
    {
        Vector3 posNoZ = transform.position;
        posNoZ.z = target.transform.position.z;

        Vector3 targetDirection =
(target.transform.position - posNoZ);

        interpVelocity =
targetDirection.magnitude * 5f;

        targetPos = transform.position +
(targetDirection.normalized * interpVelocity * Time.deltaTime);

        transform.position = Vector3.Lerp(
transform.position, targetPos + offset, 0.25f);

    }
}
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class ControlQuest : MonoBehaviour
{
    [System.Serializable]
    public class Soals
    {
        [System.Serializable]
        public class ElementSoals // Nomor 1 dan seterusnya
        {
            public string stringSoal; //soal string atau text
            public string[] stringJawabans; // Jawaban String
            atau Text

            public int kunciJawaban; // kj dalam int untuk array
        }

        public ElementSoals elementSoals;
    }
}

```

```

}

public Soals[] soals;

[Header ("Random Index")]
//Random Index
public int[] indexRandomSoal;
public int[] indexRandomJawaban;
public int totalSoal; //total soal yang akan dipakai
public int urutanSoal; //0
int jawabanBenar;

[Header ("soal dan jawaban")]
public Text textSoal; // soal text
public Text[] textJawabans; // jawaban soal text

[Header ("score")]
public Text textScoreAkhir; // text panel akhir
public int increaseScore; //score yang ditambahkan
public int totalScoreAkhir;
public GameObject panelscore;

void Start ()
{
    GenerateIndexRandomSoal ();
    GenerateIndexRandomJawaban ();

    GenerateSoal ();
}

void Update ()
{
}

void IncreaseScore ()
{
    totalScoreAkhir += increaseScore; // menambahkan score
}

public void ButtonJawabans (int indexJawaban)
{
    if (indexRandomJawaban [indexJawaban] == jawabanBenar)
    {
        Debug.Log ("benar");

        IncreaseScore (); // jalankan function

        if (urutanSoal < totalSoal -1)
        {

```



```

        urutanSoal += 1; // menambahkan soal berikutnya
        GenerateIndexRandomJawaban();
        GenerateSoal();
    }
    else
    {
        Debug.Log ("Finish Quest");
        panelScore.SetActive(true); // panel finish
        textScoreAkhir.text =
totalScoreAkhir.ToString(); // update text end game
        // sound selesai
    }
}

else
{
    Debug.Log ("salah");

    if (urutanSoal < totalSoal -1)
    {
        urutanSoal += 1; // menambahkan soal berikutnya
        GenerateIndexRandomJawaban();
        GenerateSoal();
    }
    else
    {
        Debug.Log ("Finish Quest");
        panelScore.SetActive(true); // panel finish
        textScoreAkhir.text =
totalScoreAkhir.ToString(); // update text end game
        // sound selesai
    }
}
}

void GenerateIndexRandomJawaban()
{
    indexRandomJawaban = new int[4]; //4=ABCD 3=ABC 2=AB
    for (int i = 0; i < indexRandomJawaban.Length; i++)
    {
        indexRandomJawaban[i] = i;
    }

    for (int i = 0; i < indexRandomJawaban.Length; i++)
    {
        int a = indexRandomJawaban[i];
        int b = Random.Range(0, indexRandomJawaban.Length);
        indexRandomJawaban[i] = indexRandomJawaban[b];
        indexRandomJawaban[b] = a;
    }
}
}

```

```

void GenerateIndexRandomSoal ()
{
    indexRandomSoal = new int[soals.Length]; //create slot
array
    for (int i = 0; i < indexRandomSoal.Length; i++) // fill
slot array dengan int
    {
        indexRandomSoal[i] = i;
    }

    for (int i = 0; i < indexRandomSoal.Length; i++)
//random index
    {
        int a = indexRandomSoal[i];
        int b = Random.Range(0, indexRandomSoal.Length);
        indexRandomSoal[i] = indexRandomSoal[b];
        indexRandomSoal[b] = a;
    }
}

void GenerateSoal ()
{
    //Update soal
    textSoal.text =
soals[indexRandomSoal[urutanSoal]].elementSoals.stringSoal; //
soal text

    //update jawaban
    for (int i = 0; i < 4; i++) //4 karena ABCD
    {
        textJawabans[i].text =
soals[indexRandomSoal[urutanSoal]].elementSoals.stringJawabans[i
indexRandomJawaban[i]]; //Jawaban dengan text
    }

    //jawaban benar
    jawabanBenar =
soals[indexRandomSoal[urutanSoal]].elementSoals.kunciJawaban; //
mengambil kunci jawaban
    }
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class Menu : MonoBehaviour
{
    public GameObject menupanel;
    public GameObject infopanel;

```

```

// Start is called before the first frame update
void Start()
{
    menupanel.SetActive(true);
    infopanel.SetActive(false);
}

// Update is called once per frame
void Update()
{
}

public void StartButton (string scanename)
{
    SceneManager.LoadScene(scanename);
}

public void InfoButton()
{
    menupanel.SetActive(false);
    infopanel.SetActive(true);
}

public void BackButton()
{
    menupanel.SetActive(true);
    infopanel.SetActive(false);
}

public void QuitButton()
{
    Application.Quit();
}
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class kertas : MonoBehaviour
{
    Pergerakan KomponenGerak;

    // Start is called before the first frame update
    void Start()
    {
        KomponenGerak =
        GameObject.Find("Player").GetComponent<Pergerakan>();
    }
}

```

```
// Update is called once per frame
void Update()
{
}

void OnTriggerEnter2D (Collider2D other)
{
    if (other.gameObject.name == "Player")
    {
        KomponenGerak.kertas++;
        Destroy(gameObject);
    }
}
}
```