

LAMPIRAN

Lampiran 1





Aksara Bali

1. Aksara Wianjana (Kosonan)

ᬓ	= ha	ᬓ	= na	ᬓ	= ca	ᬓ	= ra		
ᬓ	= ka	ᬓ	= da	ᬓ	= ta	ᬓ	= sa		
ᬓ	= wa	ᬓ	= la	ᬓ	= ma	ᬓ	= ga	ᬓ	= ba
ᬓ	= nga	ᬓ	= pa	ᬓ	= ja	ᬓ	= ya	ᬓ	= nya

2. Aksara Suara

<i>Warga Aksara</i>	<i>Aksara suara hresua</i> (huruf vokal pendek)			Nama
	Aksara Bali	Huruf Latin	Alfabet Fonetis Internasional	
<i>Kantya</i> (tenggorokan)	ᬓ	A	[a]	A kara
<i>Talawya</i> (langit-langit lembut)	ᬓ	I	[i]	I kara
<i>Murdhanya</i> (langit-langit keras)	ᬓ	R	[ɽ]	Ra repa

Dantya (gigi)		ḷ	[l,]	La lenga
Osthya (bibir)		u	[u]	U kara
Kanthya-talawya (tenggorokan & langit- langit lembut)		E	[e]; [ɛ]	E kara (E) Airsanya (Ai)
Kanthya-osthya (tenggorokan & bibir)		O	[o]; [ɔ]	O kara

3. Pengangge Suara

	Ulu
	Ulu sari
	Ulu ricem
	Ulu Candra
	Pepet
	Pepet matedong
	Tedong
	Taleng
	Taleng matedong

☺	Taleng marepa
☺☺	Taleng marepa matedong
☺☺☺	Suku
☺☺☺☺	Suku ilut

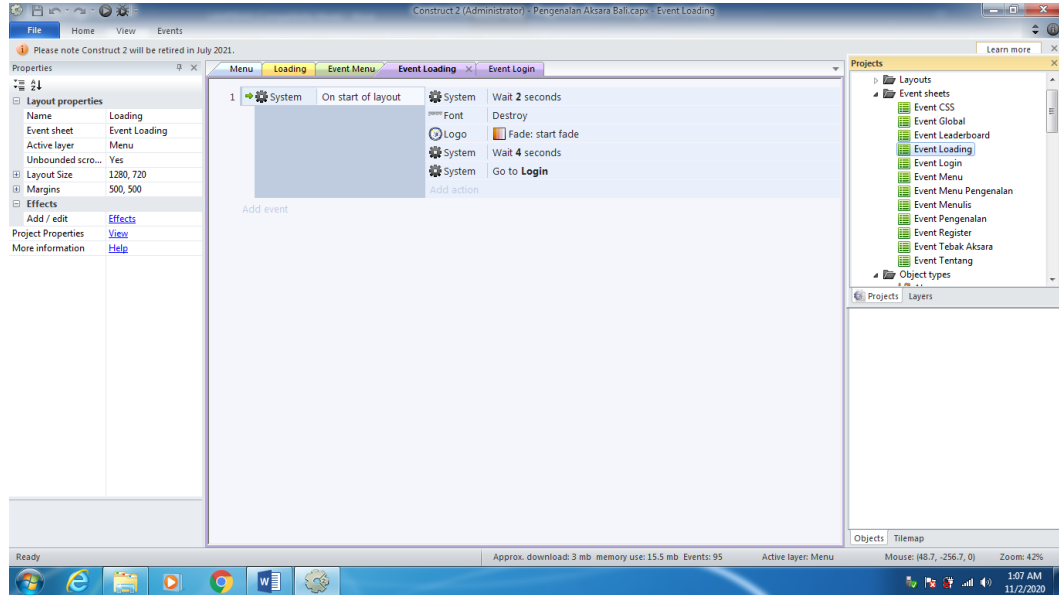
4. Hasil Analisis

Papan Peringkat

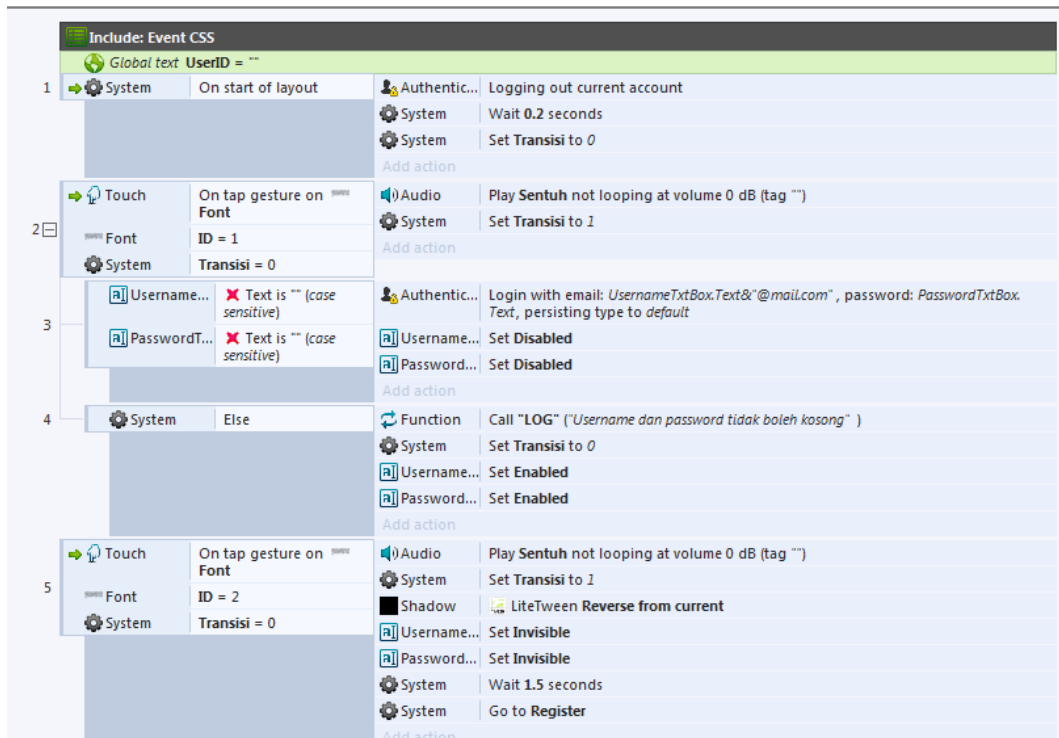
	Nama	Score		Nama	Score
#1	HEAHEA	100	#11	DEWAK	75
#2	FERI	100	#12	ARYA	70
#3	GEDEWAR	90	#13	KOMANG	70
#4	KETUT	90	#14	RIDA	70
#5	RIKA	85	#15	SULASTRA	60
#6	SAPUTRA	85	#16	CANDRA	55
#7	WAYAN	85	#17	YUKA	45
#8	ZAKI	80	#18	INYOMAN	40
#9	DIKA	80	#19	AGUSTIKA	40
#10	SAKA	75	#20	KADEK	25

Lampiran 2

1. Event Loading



2. Event Login



Event Login Lanjutan

6	Authentic...	On login success	<ul style="list-style-type: none"> Function: Call "LOG" ("Login berhasil! Halo "&Authentication.DisplayName ") System: Set UserID to Authentication.UserID SaveSlot: Set user ID of slot owner to UserID System: Wait 0.5 seconds Shadow: LiteTween Reverse from current Username...: Set Invisible Password...: Set Invisible System: Wait 1.5 seconds System: Go to Menu
7	Authentic...	On login error	<ul style="list-style-type: none"> Function: Call "LOG" (Authentication.ErrorMessage) System: Set Transisi to 0 Username...: Set Enabled Password...: Set Enabled

3. Event Register

Include: Event CSS			
1	System	On start of layout	<ul style="list-style-type: none"> Authenti...: Logging out current account System: Wait 0.2 seconds System: Set Transisi to 0
2	Touch	On tap gesture on Font	
	Font	ID = 1	
	System	Transisi = 0	
3	Username...	Text is "" (case sensitive)	<ul style="list-style-type: none"> Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Set Transisi to 1 Authenti...: Create account with email: UsernameTextBox.Text&"@mail.com", password: PasswordTextBox.Text Username...: Set Disabled AlamatT...: Set Disabled NamaTxB...: Set Disabled Password...: Set Disabled UmurTxB...: Set Disabled
	Password...	Text is "" (case sensitive)	
	NamaTxB...	Text is "" (case sensitive)	
	AlamatT...	Text is "" (case sensitive)	
	UmurTxB...	Text is "" (case sensitive)	
4	System	Else	<ul style="list-style-type: none"> Function: Call "LOG" ("Uername dan password tidak boleh kosong") System: Set Transisi to 0 Username...: Set Enabled AlamatT...: Set Enabled NamaTxB...: Set Enabled Password...: Set Enabled UmurTxB...: Set Enabled

5	Authentication	On created account success	System	Set UserID to <i>Authentication.UserID</i>
			SaveSlot	Set user ID of slot owner to <i>UserID</i>
			Authentication	Update display name to <i>NamaTextBox.Text</i> , photo URL to ""
			System	Wait 0.2 seconds
			SaveSlot	Prepare- Set key " <i>nama</i> " to <i>NamaTextBox.Text</i> in slot <i>Body</i>
			SaveSlot	Prepare- Set key " <i>alamat</i> " to <i>AlamatTextBox.Text</i> in slot <i>Body</i>
			SaveSlot	Prepare- Set key " <i>umur</i> " to <i>UmurTextBox.Text</i> in slot <i>Body</i>
			SaveSlot	Save- Save slot with name " <i>DataPribadi</i> "
			System	Wait 0.2 seconds
			System	Call " LOG " (" <i>Berhasil membuat akun '&UsernameTextBox.Text &' ('&NamaTextBox.Text&')</i> ")
			System	Wait 0.5 seconds
			Shadow	LiteTween Reverse from current
			UsernameTxt...	Set Invisible
			AlamatTxtBox	Set Invisible
NamaTextBox	Set Invisible			
PasswordTxtB...	Set Invisible			
UmurTextBox	Set Invisible			
System	Wait 1.5 seconds			
System	Go to Menu			
Add action				
6	Authentication	On create account error	Function	Call " LOG " (<i>Authentication.ErrorMessage</i>)
			System	Set Transisi to 0
			UsernameTxt...	Set Enabled
			AlamatTxtBox	Set Enabled
			NamaTextBox	Set Enabled
			PasswordTxtB...	Set Enabled
			UmurTextBox	Set Enabled
			Add action	

7	Touch	On tap gesture on Btn_Back	System	Transisi = 0
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Set Transisi to 1
			Username...	Set Invisible
			AlamatTxt...	Set Invisible
			NamaTxtB...	Set Invisible
			Password...	Set Invisible
			UmurTxtB...	Set Invisible
			Shadow	LiteTween Reverse from current
			System	Wait 1.5 seconds
System	Go to Login			
Add event				

4. Event Menu Utama

1	Include: Event Global	On start of layout	System	Wait 1 seconds
			Judul	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			TmbL_Pengenal...	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			TmbL_LatihanM...	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			TmbL_TebakAka...	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			Btn_Leaderboard	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			Btn_Tentang	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Wait 0.2 seconds
			Btn_Exit	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Set Transisi to 0
			Font	Set text to " <i>Halo '&Authentication.DisplayName &'!</i> "
			Add action	
2	Touch	On tap gesture on TmbL_Pengenal&keara	System	Set Transisi to 1
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			Shadow	LiteTween Reverse from current
			System	Wait 1.5 seconds
			System	Go to Menu Pengenal

3	<ul style="list-style-type: none"> Touch: On tap gesture on TmbL_LatihanMenulis System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 System: Set Pengenalan to 0 System: Set Gameplay to 0 TmbL_LatihanM...: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to LatihanMenulis
4	<ul style="list-style-type: none"> Touch: On tap gesture on TmbL_TebakAksara System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 System: Set Gameplay to 0 System: Set Nyawa to 3 System: Set Level to 1 System: Set Score to 0 TmbL_TebakAks...: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current Audio: Stop "Menu" System: Wait 1.5 seconds System: Go to Tebak1
5	<ul style="list-style-type: none"> Touch: On tap gesture on Btn_Tentang System: Transisi = 0 	<ul style="list-style-type: none"> Btn_Tentang: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Tentang
6	<ul style="list-style-type: none"> Touch: On tap gesture on Btn_Leaderboard System: Transisi = 0 	<ul style="list-style-type: none"> Btn_Leaderboard: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Leaderboard
7	<ul style="list-style-type: none"> Touch: On tap gesture on Btn_Exit System: Transisi = 0 	<ul style="list-style-type: none"> Btn_Exit: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds Browser: Close

5. Event Menu Pengenalan

1	<ul style="list-style-type: none"> System: On start of layout 	<ul style="list-style-type: none"> System: Wait 1 seconds Audio: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds TmbL_Wianjana: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds TmbL_Suara: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds TmbL_Pengangga: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds Btn_Back: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Set Transisi to 0
2	<ul style="list-style-type: none"> Touch: On tap gesture on TmbL_Wianjana System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 System: Set Pengenalan to 0 TmbL_Wianjana: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Wianjana
3	<ul style="list-style-type: none"> Touch: On tap gesture on TmbL_Suara System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 System: Set Pengenalan to 0 TmbL_Suara: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Suara

4	<ul style="list-style-type: none"> Touch: On tap gesture on TmbL_Pengangge System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 System: Set Pengenalan to 0 TmbL_Pengangge: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Pengangge
5	<ul style="list-style-type: none"> Touch: On tap gesture on Btn_Back System: Transisi = 0 	<ul style="list-style-type: none"> System: Set Transisi to 1 Btn_Back: Click Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Shadow: LiteTween Reverse from current System: Wait 1.5 seconds System: Go to Menu

6. Event Menulis Aksara

Include: Event Global		
Global number Gameplay = 0		
1	<ul style="list-style-type: none"> System: On start of layout 	<ul style="list-style-type: none"> System: Set Gameplay to 0 Brush: Destroy Titik: Destroy Aksara: Destroy Menulis: Destroy Function: Call "Setup" 0
2	<ul style="list-style-type: none"> System: On start of layout 	<ul style="list-style-type: none"> System: Wait 1 seconds Judul: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds Btn_Audio: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds Btn_Next: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Wait 0.2 seconds Btn_Back: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Set Transisi to 0
3	<ul style="list-style-type: none"> Function: On "Setup" 	<ul style="list-style-type: none"> System: Create object Aksara on layer "Menu" at (400, 380) Aksara: Set animation to "Wianjana" (play from beginning) Aksara: Set animation frame to Pengenalan Aksara: LiteTween Initialize tween Aksara: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") System: Create object Menulis on layer "Menu" at (760, 400) Menulis: Set animation to "Wianjana" (play from beginning)

4	<ul style="list-style-type: none"> Menulis: On LiteTween end 	<ul style="list-style-type: none"> Menulis: Set animation frame to Pengenalan Menulis: Set blend mode to Destination out Menulis: LiteTween Initialize tween Menulis: LiteTween Start from the beginning Audio: Play Sentuh not looping at volume 0 dB (tag "") Menulis: Spawn Titik on layer "Menu" (image point 1) Titik: Set ID to 1 Titik: Set Visible Menulis: Spawn Titik on layer "Menu" (image point 2) Titik: Set ID to 2 Titik: Set Invisible System: Set Gameplay to 1
5	<ul style="list-style-type: none"> Touch: Is touching Menulis System: Touch.SpeedAt(0) > 10 System: Gameplay = 1 	<ul style="list-style-type: none"> System: Create object Brush on layer "Menu" at (Touch.X, Touch.Y)
6	<ul style="list-style-type: none"> Brush: On collision with Titik Titik: ID = 1 Titik: Is visible 	<ul style="list-style-type: none"> Titik: Set Invisible Function: Call "TitikAkhir" 0
7	<ul style="list-style-type: none"> Brush: On collision with Titik Titik: ID = 2 Titik: Is visible 	<ul style="list-style-type: none"> Titik: Set Invisible Function: Call "End" 0 System: Set Gameplay to 2
8	<ul style="list-style-type: none"> Function: On "TitikAkhir" Titik: ID = 2 	<ul style="list-style-type: none"> Titik: Set Visible
9	<ul style="list-style-type: none"> Function: On "End" 	<ul style="list-style-type: none"> Brush: Destroy Menulis: Set blend mode to Normal Titik: Destroy

10	Touch	On tap gesture on Btn_Next	Audio	Play Sentuh not looping at volume 0 dB (tag "")
	Btn_Next	ID = 2	System	Set Transisi to 1
	System	Transisi = 0	Btn_Next	Click Start from the beginning
13	Touch	On tap gesture on Btn_Next	Audio	Play Sentuh not looping at volume 0 dB (tag "")
	Btn_Next	ID = 1	System	Set Transisi to 1
	System	Transisi = 0	Btn_Next	Click Start from the beginning
16	Touch	On tap gesture on Btn_Back	System	Set Transisi to 1
	System	Transisi = 0	Btn_Back	Click Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			Shadow	LiteTween Reverse from current
			System	Wait 1.5 seconds
			System	Go to Menu
17	Touch	On tap gesture on Aksara	Audio	Stop " suara "
			Audio	Play " w & Aksara.AnimationFrame +1 not looping from Sounds at 0 dB (tag " suara ")

7. Event Tebak Aksara

Global number Nyawa = 5				
Global number Level = 1				
Global number Score = 0				
1	System	On start of layout	Audio	Play MusikGame looping at volume -10 dB (tag " Game ")
2	Audio	Tag " Game " is playing	Function	Call " UpdateScore " 0
	System	On start of layout	Scale	LiteTween Start from the beginning
			Btn_Back	LiteTween Start from the beginning
			Audio	Play Sentuh not looping at volume 0 dB (tag "")
			System	Set Transisi to 0
3	System	For each Font	Font	Pin Pin to BGTombol (Position & angle)
	Font	UI = 0	BGTombol	Set MoveTo maximum speed to intrandom(300,500)
	BGTombol	Is overlapping Font	BGTombol	MoveTo move to (setX, 600)
4	Function	On " UpdateScore "	Font	Set text to " Score : & Score
	Font	UI = 2	Nyawa	Set opacity to 50
5	Nyawa	ID > Nyawa	Nyawa	Set opacity to 100
6	Nyawa	ID = Nyawa	Nyawa	Set opacity to 100
7	System	Nyawa = 0	System	Set Transisi to 1
			LeaderBoard	Post (User ID: UserID) Authentication.DisplayName : Score , extra data to "" if greater
			Audio	Play GameOver not looping at volume 0 dB (tag "")
			Audio	Stop " Game "
			System	Wait 0.5 seconds
			Shadow	LiteTween Reverse from current
			System	Wait 1 seconds
			System	Go to Leaderboard
8	BGTombol	On MoveTo hit target	Audio	Play Sentuh not looping at volume 0 dB (tag "")

9	Touch	On tap gesture on Font	Function	Call " TunjukJawaban " 0
	Font	UI = 0	Audio	Play Salah not looping at volume 0 dB (tag "")
	System	Transisi = 0	System	Subtract 1 from Nyawa
			Font	Flash: Flash 0.1 on 0.1 off for 1.0 seconds
			Function	Call " UpdateScore " 0
10			System	Set Transisi to 1
			Audio	Play Benar not looping at volume 0 dB (tag "")
			System	Add 1 to Level
			System	Add 5 to Score
			Function	Call " UpdateScore " 0
			System	Wait 0.5 seconds
			Shadow	LiteTween Reverse from current
			System	Wait 1 seconds
11			System	Go to layout " Tebak "& Level
12	System	Level < 21	System	Go to layout " Tebak "& Level
13	System	Level = 21	LeaderBoard	Post (User ID: UserID) Authentication.DisplayName : Score , extra data to "" if greater
			Audio	Stop " Game "
			System	Go to Leaderboard
			Audio	Play Menang not looping at volume 0 dB (tag "")
14	Function	On " TunjukJawaban "	BGTombol	Set animation frame to 1
	Font	ID = 1		
	BGTombol	Is overlapping Font		

8. Event High Score

Include: Event Global			
1	System	On start of layout	<ul style="list-style-type: none"> Btn_Back LiteTween Start from the beginning LeaderBo... Update top 20 ranks System Wait 0.2 seconds System Set Transisi to 0
2	LeaderBo...	On update ranks	Add action
3	LeaderBo...	For each rank from 0 to 9	<ul style="list-style-type: none"> Font Append <i>uppercase(LeaderBoard.CurPlayerName)&newline</i>
	Font	UI = 1	Add action
4	LeaderBo...	For each rank from 0 to 9	<ul style="list-style-type: none"> Font Append <i>LeaderBoard.CurPlayerScore&newline</i>
	Font	UI = 2	Add action
5	LeaderBo...	For each rank from 10 to 19	<ul style="list-style-type: none"> Font Append <i>uppercase(LeaderBoard.CurPlayerName)&newline</i>
	Font	UI = 3	Add action
6	LeaderBo...	For each rank from 10 to 19	<ul style="list-style-type: none"> Font Append <i>LeaderBoard.CurPlayerScore&newline</i>
	Font	UI = 4	Add action
7	Touch	On tap gesture on Btn_Back	<ul style="list-style-type: none"> System Set Transisi to 1 Btn_Back Click Start from the beginning Audio Play Sentuh not looping at volume 0 dB (tag "") Shadow LiteTween Reverse from current System Wait 1.5 seconds System Go to Menu
	System	Transisi = 0	Add action

9. Event Tentang

Include: Event Global			
1	Touch	On tap gesture on Btn_Back	<ul style="list-style-type: none"> Audio Play Sentuh not looping at volume 0 dB (tag "") Shadow LiteTween Reverse from current System Wait 1.5 seconds System Go to Menu
			Add action
			Add event

10. Event CSS

1	System	On start of layout	<ul style="list-style-type: none"> UsernameTxtBox Set CSS style "font-size" to "1.5em" PasswordTxtBox Set CSS style "font-size" to "1.5em" NamaTxtBox Set CSS style "font-size" to "1.5em" UmurTxtBox Set CSS style "font-size" to "1.5em" AlamatTxtBox Set CSS style "font-size" to "1.25em"
			Add action
2	Function	On "LOG"	<ul style="list-style-type: none"> Font Set text to <i>'LOG'&newline&Function.Param(0)</i>
	Font	UI = 1	Add action
			Add event

11. Event Global

Global number Transisi = 0			
1	System	On start of layout	Audio Play MusikMenu looping at volume -10 dB (tag "Menu")
	Audio	Tag "Menu" is playing	Add action
2	Tombol	On LiteTween start	Tombol Set Sine period to int(random(2,3))
			Add action
3	Audio	Tag "suara" is playing	Audio Set "Menu" volume to -30 dB
			Add action
4	System	Else	Audio Set "Menu" volume to -10 dB
			Add action

Add event