MAKING PIANO TILES CLASSIC GAME USING WEB-BASED CONSTRUCT 2

THESIS

arranged by

Indra Wisi Satrio Manggolo

14.62.00 29

DEGREE PROGRAM
BACHELOR OF INFORMATION SYSTEM
FACULTY OF COMPUTER SCIENCE
UNIVERSITY OF AMIKOM YOGYAKARTA
YOGYAKARTA

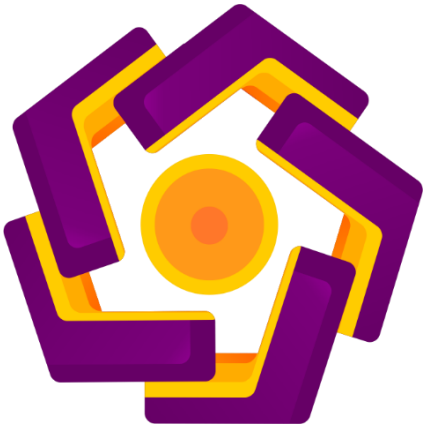
2020

MAKING PIANO TILES CLASSIC GAME USING WEB-BASED CONSTRUCT 2

THESIS

to partially fulfill the requirements
achieve a Bachelor's degree

in the Information Systems Study Program



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DEGREE PROGRAM

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2020

APPROVAL

THESIS

MAKING WEB-BASED CLASSIC PIANO TILES GAME USING CONSTRUCT 2

prepared and compiled by

Indra Wisi Satrio Manggolo

14.62.00 29

has been approved by the Thesis Supervisor

on February 12, 2020

Supervisor,

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Ratification

THESIS

MAKING WEB-BASED CLASSIC PIANO TILES GAME USING CONSTRUCT 2

prepared and compiled by

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has been defended before the Board of Examiners

on May 22, 2019

Board of Examiners

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This thesis has been accepted as one of the requirements
to obtain a Bachelor of Computer degree

February 28, 2020

DEAN FACULTY OF COMPUTER SCIENCE

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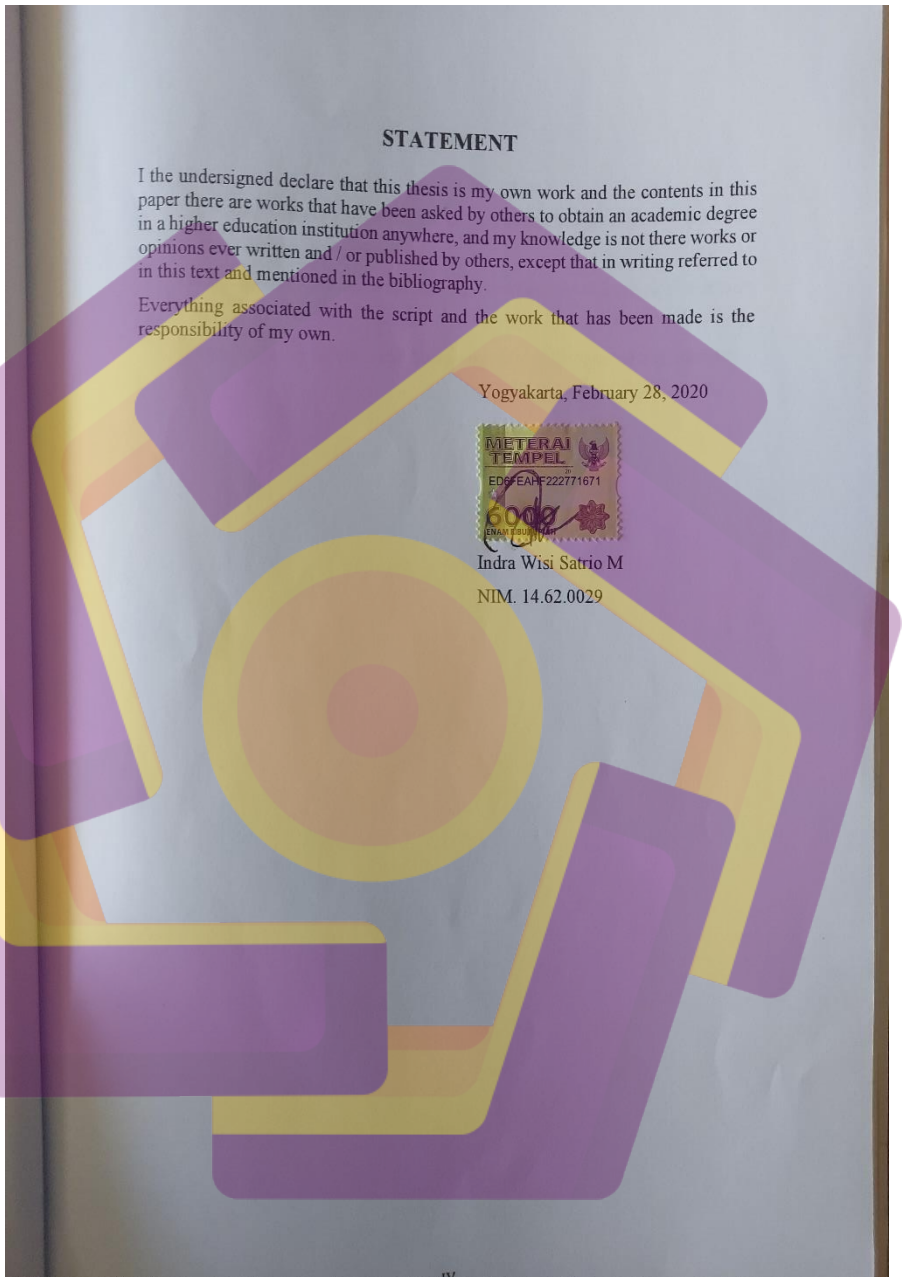
STATEMENT



STATEMENT

I the undersigned declare that this thesis is my own work and the contents in this paper there are works that have been asked by others to obtain an academic degree in a higher education institution anywhere, and my knowledge is not there works or opinions ever written and / or published by others, except that in writing referred to in this text and mentioned in the bibliography.

Everything associated with the script and the work that has been made is the responsibility of my own.

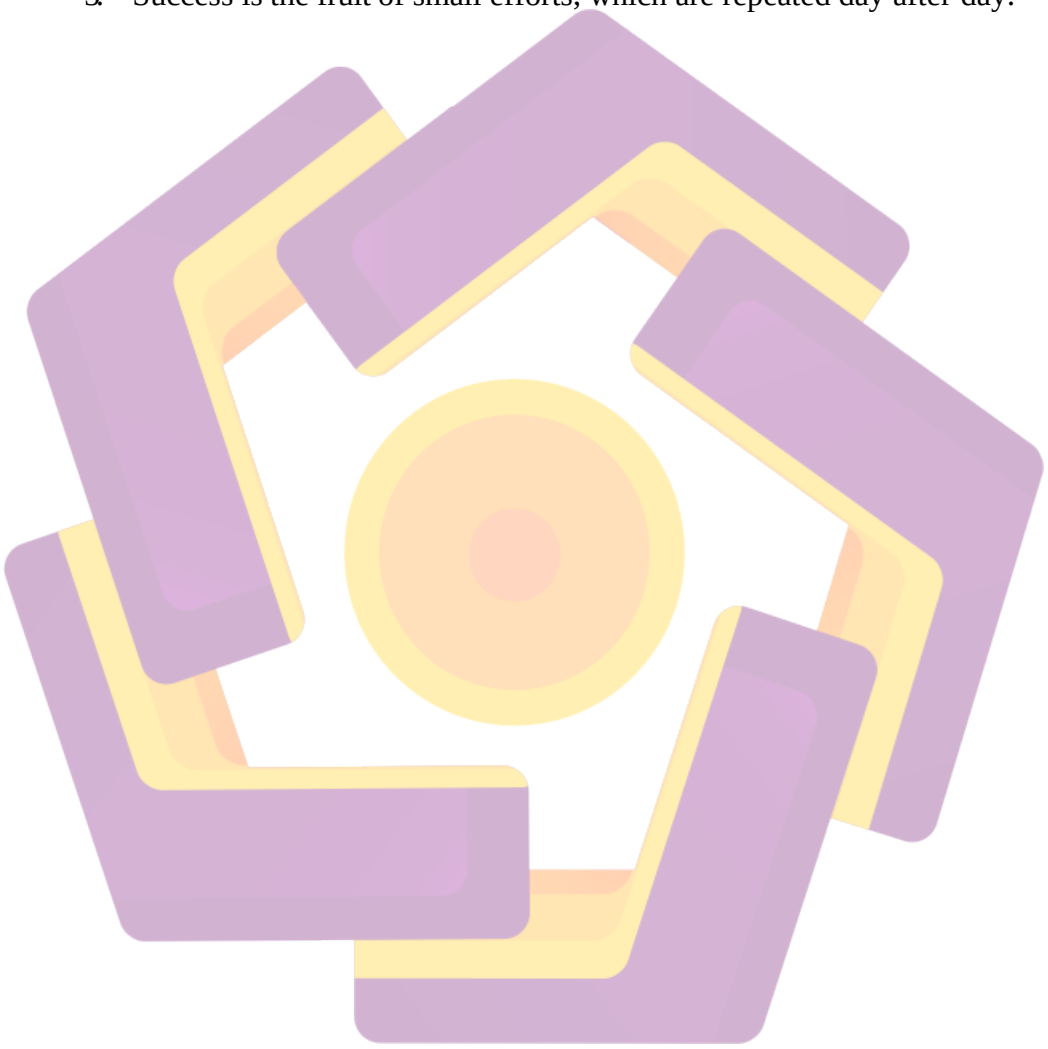
Yogyakarta, February 28, 2020

Indra Wisi Satrio M

NIM. 14.62.0029

MOTTO

1. Success goes from one failure to another without losing enthusiasm and enthusiasm.
2. Opportunities and opportunities don't just happen. You created it.
3. Success is the fruit of small efforts, which are repeated day after day.



OFFERINGS

All the researchers thank God Almighty for His blessings and gifts so that researchers can complete this thesis report. Researchers present this thesis report to:

1. Allah SWT who has given a gift so that researchers can complete this thesis.
2. Both parents and family have provided prayer, love and support to researchers.
3. Mr. M. Rudyanto Arief, ST, MT as the supervisor who has provided guidance to researchers so that this thesis can be completed.
4. Friends and relatives of Amikom University Yogyakarta

FOREWORD

Praise be to Allah SWT for His blessings and blessings so that researchers can complete the thesis entitled "Making Classic web-based Piano Tiles Game using Construct 2".

Thesis is a form of graduation requirements for the Undergraduate Program level (S1) in the BCIS Amikom Yogyakarta Department.

Acknowledgments the researchers would like to say to:

1. Mr. Prof. Dr. M Suyanto, MM as the rector of Amikom University Yogyakarta.
2. Mr. M. Rudyanto Arief, ST, MT as the supervisor
3. Family and friends who support until this thesis is completed

Finally, I hope that the writing of this thesis and game "Piano Tiles Classic" can be useful for readers in adding insight and knowledge especially in the field of game creation.

Yogyakarta, 22 May 2019

Indra Wisi Satrio Manggolo

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Essence

Current technological developments have given a very great influence to the world of information technology. Likewise with Game.Game today is not only to be a part of children's lives, but has penetrated the lives of adults.The lived of game has been increased,from only for fun or a competition.While people from adults are pretty busy,therefore,researcher make a casual game,to play on anytime and anywhere

By using Scirra Construct 2 game engine.The development exclusively for 2D games used to be easier in the structuring concepts of design, layout, animation, sound, camera layer, control and intelligence management .Game Casual genre developed and named "Piano Tiles Classic".While develop to be a good game,research used the Anaylsys game to be refrence.

The game its self gonna be played on web-based.The core of the game is piano that player must tap the black tiles to achieve high score.Also the game will be game over when player miss some tiles.

Keywords : Construct 2, Game, Making the Game, Piano Tiles Classic,Analysis a Game to be Refrence

Abstract

Current technological developments have given a very great influence to the world of information technology. Likewise with Game.Game today is not only to be a part of children's lives, but has penetrated the lives of adults.The lived of game has been increased,from only for fun or a competition.While people from adults are pretty busy,therefore,researcher make a casual game,to play on anytime and anywhere

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