CHAPTER V

CLOSING

5.1   Conclusions and recommendations

5.1.1 Conclusion

Based on the explanation and discussion on making the game "Piano Tiles Classic", which has been created with the design that has been prepared, it can be concluded:

1. In the manufacture or design of the game "Piano Tiles Classic" there are several stages, namely, making the concept which takes the theme of the piano, making the details of the game and the draft muka.Kemudian display between the draft outcome will be implemented into the game engine Scirra Construct 2.

2. In the game "Piano Tiles Classic" there are three levels have different difficulty levels in Casual genre.

3. The game is distributed into Web Desktop platforms.

5.2   Suggestion

Writing this thesis report is expected to be a reference, discourse and insight for readers who would take on the same theme that is making games for the web Desktop.Peneliti realize that in writing this paper reports the game and still many shortcomings that it is proper to be taken into consideration by the next developer so the better.

Advice from researchers to the development of the game "Piano Tiles Classic" are made:

1. Variation Black Tiles so that the game does not feel monotonous
2. Multiply levels and songs on Game
3. Game design developed further to make it more attractive