

DAFTAR PUSTAKA

- Acer ID. (2018). "*Bermain Monopoli Jadi Makin Seru Dengan Aplikasi Game Ini!*". Dipetik Januari 26, 2019, dari Internet:
<https://www.acerid.com/2014/11/bermain-monopoli-jadi-makin-seru-dengan-aplikasi-game-ini/>
- Brathwaite, B., & Schreiber, I. (2009). "*Challenges for Game Designers*". Boston: Course Technology.
- Chandler, H. M. (2010). "*Game Production Handbook*". Sudbury: Jones and Bartletts.
- Entertainment Software Association. (2018). "*Essential Facts About The Computer And Video Game Industry*". Dipetik Februari 9, 2019, dari <http://www.theesa.com/about-esa/essential-facts-computer-video-game-industry/>
- Firmansyah, W. (2018). "Pengembangan Game Multiplayer Ular Tangga Bergenre Strategi Menggunakan Construct 2". *Skripsi*. Yogyakarta, Yogyakarta, Indonesia: Universitas Muhammadiyah Yogyakarta.
- Fullerton, T. (2008). "*Game Design Workshop: A Playcentric Approach to Creating Innovative Games*". Burlington: Morgan Kaufmann Publisher.
- Google Play Store. (2018, Mei 25). "*Top Charts - Games - Android Apps on Google Play*". Dipetik Agustus 20, 2018, dari Internet:
<https://play.google.com/store/apps/top/category/GAME/collection/topgrossing>
- Internet World Stats. (2018). "*World Internet Users Statistic and 2018 World Population Statistic*". Dipetik Februari 9, 2019, dari Internet:
www.internetworldstats.com/stats.htm
- Joycity. (2018, September 13). "*Game of Dice*". Dipetik Januari 26, 2019, dari Internet: <http://god.joycity.com/en/>
- Jubaedi, A. D., & Bahri, S. (2018). "Model Pembelajaran Kosakata Tiga Bahasa Berbasis Game (Studi Kasus Pengenalan Buah-Buahan)". *Prosisko*, 5(2).
- Lee, W. M. (2011). "*Beginning Android Application Development*". New York City: Wiley Publishing Inc.

- Melior Games. (2018). *"Top 5 Back-End Solutions For Multiplayer Games"*. Dipetik Februari 11, 2019, dari Internet: <https://meliorgames.com/game-development/back-end-solutions-multiplayer-games/>
- Newzoo. (2017). *"The Indonesian Gamer | 2017"*. Dipetik Februari 9, 2019, dari Internet: <https://newzoo.com/insights/infographics/the-indonesian-gamer-2017/>
- Newzoo. (2019). *"Most Popular PC Games"*. Dipetik Februari 12, 2019, dari Internet: <https://newzoo.com/insights/rankings/top-20-core-pc-games/>
- Nidhra, S., & Dondeti, J. (2012). "Black Box and White Box Testing Techniques - A Literature Review". *International Journal of Embedded Systems and Applications (IJESA)*, 2(2), 29-50.
- Nur Isra', M. I. (2018). "Pembuatan Game Design Document (GDD) Game Ular Tangga dengan Genre Strategi". Yogyakarta, D.I Yogyakarta, Indonesia: Universitas Muhammadiyah Yogyakarta.
- Photon. (2019). *"Multiplayer Game Development Made Easy"*. Dipetik Februari 5, 2019, dari Internet: <https://www.photonengine.com/en-US/Photon>
- Photon Engine. (2019). *"Quick Start | Photon Engine"*. (Photon Engine) Dipetik Februari 2, 2019, dari Internet: <https://doc.photonengine.com/en-us/realtime/current/getting-started/quick-start>
- Prasetyo, Y. M., Setiabudi, D. H., & Purbowo, A. N. (2018). "Game Battleship Menggunakan Metode BFS dan Database Firebase Dengan Unity Pada Android". *Jurnal Infra*, 6(1), 2-6.
- Ramadan, R., & Widyani, Y. (2013). "Game Development Life Cycle Guidelines". *2013 International Conference on Advanced Computer Science and Information Systems (ICACSIS)*, 95-100.
- Ramayah, T., Rabaya, T., Mahmud, I., & Rawshon, S. (2017). "Why Are The So Addicted : Modeling Online Games Addiction Behavior Among University Students". *Research Gate*(November).
- Reddy, M. S. (2016). "Implementing Smart Home Using Firebase". *International Journal of Research in Engineering and Applied Sciences (IJREAS)*, 6(10), 193-199.
- Rollings, A., & Ernest, A. (2003). *"Andrew Rollings and Ernest Adams on Game Design"*. Indianapolis: New Riders.

- Scirra Ltd. (2019). *"Make Your Own 2d Games With Construct 2"*. Dipetik Januari 5, 2019, dari Internet: <https://www.scirra.com/construct2>
- Sillanpaa, V. (2015). "Implementation of Backend Infrastructure for Social Mobile Game". Helsinki, Finlandia, Eropa: Helsinki Metropolia University of Applied Sciences.
- Statista. (2018). *"Operating system for software development worldwide 2018"*. Dipetik Februari 20, 2019, dari Internet: <https://www.statista.com/statistics/869211/worldwide-software-development-operating-system/>
- Statista. (2019). *"Online game - Worldwide"*. Dipetik Februari 12, 2019, dari Internet: <https://www.statista.com/outlook/212/100/online-games/worldwide>
- TopTenReviews. (2019). *"How Much RAM Do You Need for Gaming?"*. Dipetik Februari 20, 2019, dari Internet: <https://www.toptenreviews.com/computers/articles/how-much-ram-do-you-need-for-gaming/>
- WePC. (2018). *"2019 Statistic, Trend and Data of Video Game Industry"*. Dipetik Februari 11, 2019, dari Internet: <https://www.wepc.com/news/video-game-statistics/#online-gaming>