



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Alsalemi, A., Alhomsy, Y., Disi, M. A., Ahmed, I., Bensaali, F., & Amira, A. (2017). Real-Time Communication Network using Firebase Cloud IoT Platform for ECMO. *iThings-GreenCom-CPSCoM-SmartData*.
- Arora, R., & Arora, N. (2016). Analysis of SDLC Models. *International Journal of Current Engineering and Technology*, 268-272.
- Ashanin, N. (2018, March 28). *Quality attributes in Software Architecture*. Diambil kembali dari Medium: <https://medium.com/@nvashanin/quality-attributes-in-software-architecture-3844ea482732>
- Bassil, Y. (2012). A Simulation Model for the Waterfall. *International Journal of Engineering & Technology*.
- Ekman, I., Chanel, G., Järvelä, S., Kivikangas, J., Salminen, M., & Ravaja, N. (2011, October 12). Social Interaction in Games: Measuring Physiological Linkage and Social Presence.
- Firestore. (2018, Mei 13). Diambil kembali dari <https://firebase.google.com/>
- Gomoku World. (2018, Mei 7). Diambil kembali dari <http://gomokuworld.com/gomoku/1>
- Gunadi, A., & Fatta, H. A. (2012). Analisis dan Pembuatan Game “Petualangan si Argo” Berbasis Flash. *Jurnal Dasi*, 42-44.
- Khedkar, S., & Thube, S. (2017). Real Time Databases for Applications. *International Research Journal of Engineering and Technology (IRJET)*, 2079-2082.
- Kumar, V., Thussu, T., & Kumar, V. (2016). Developing Hangman Game in Android using Android Studio. *International Journal of Scientific & Engineering Research*, 7-10.
- Nielsen, J. (2012, June 4). How Many Test Users in a Usability Study. Diambil kembali dari nngroup: <https://www.nngroup.com/articles/how-many-test-users/>
- Purnomo, F. A., Pratisto, E. H., Taufiqurrakhman, N., Sahrul, F., & Lestari, I. P. (2016). Pembuatan Game Edukasi Petualangan si Gemul Sebagai Pembelajaran Pengenalan Daerah Solo Raya pada Anak. *Jurnal Simetris*.

Singh, N. (2016). Study of Google Firebase API for Android. *International Journal of Innovative Research in Computer and Communication Engineering*, 16738-16743.

Stevenson, D. (2018, September 24). What is Firebase? The complete story, abridged. Diambil kembali dari <https://medium.com/firebase-developers/what-is-firebase-the-complete-story-abridged-bcc730c5f2c0>

Wehbe, R. R., & Nacke, L. E. (2015). Towards Understanding the Importance of Co-Located Gameplay. *Computer-Human Interaction in Play* (hal. 733-738). New York: ACM.

UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA