

DAFTAR PUSTAKA

Buku

Chandler, H. M. (2009). *The game production handbook*. Jones & Bartlett Publishers.

Landa, R. (2018). *Graphic design solution (6th edition)*. Boston: Cengage Learning.

Jurnal

Urbain, J. (2010). L1 Introduction Presentation: SE3250 Introduction to game development [Course Presentation]. Milwaukee School of Engineering. <http://jayurbain.com/msoe/se3250/slides/se3250-L1-introduction.pdf>

Website

Extra Life Entertainment. (n.d.). [itch.io](https://elentertainment.itch.io/). <https://elentertainment.itch.io/>
Indonesia Game Developer Exchange (IGDX). (n.d.).

