

DAFTAR PUSTAKA

- [1] N. Esposito, "A short and simple definition of what a videogame is," in *Proceedings of DiGRA 2005 Conference: Changing Views: Worlds in Play*. Tampere: DiGRA, 2005.
- [2] A. Jonassen, "Designing for couch co-op."
- [3] N. Ducheneaut and R. J. Moore, "The social side of gaming: a study of interaction patterns in a massively multiplayer online game," in *Proceedings of the 2004 ACM Conference on Computer Supported Cooperative Work*, ser. CSCW '04. New York, NY, USA: Association for Computing Machinery, 2004, p. 360–369. [Online]. Available: <https://doi.org/10.1145/1031607.1031667>
- [4] L. Dabbish, R. Kraut, and J. Patton, "Communication and commitment in an online game team," in *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, ser. CHI '12. New York, NY, USA: Association for Computing Machinery, 2012, p. 879–888. [Online]. Available: <https://doi.org/10.1145/2207676.2208529>
- [5] Q. Dao, "Multiplayer game development with unity and photon pun: a case study: Magic maze," 2021.
- [6] R. Roedavan, A. Pratondo, R. Utoro, and A. Sujana, "Zetcil: game mechanic framework for unity game engine," *Ijait (International Journal of Applied Information Technology)*, p. 96, 2020.
- [7] A. Dell'Acqua, A. Sarti, and S. Tubaro, "3d motion from structures of points, lines and planes," *Image and Vision Computing*, vol. 26, no. 4, p. 529–549, Apr 2008.
- [8] J. Halpern, "Developing 2d games with unity." [Online]. Available: <https://link.springer.com/book/10.1007/978-1-4842-3772-4>
- [9] J. I. Trasobares, África Domingo, R. Casamayor, D. Blasco, and C. Cetina, "A multiple case study on reuse in game software engineering," *Information and Software Technology*, vol. 185, p. 107781, 2025. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S095058492500120X>
- [10] D. Lee and M. Yannakakis, "Testing finite-state machines: state identification and verification," *IEEE Transactions on Computers*, vol. 43, no. 3, pp. 306–320, 1994.