

DAFTAR GAMBAR

| | |
|---|----|
| Gambar 2.1 Penampakan area depan Gedung P FTE | 4 |
| Gambar 2.2 Penampakan booth Teleport | 4 |
| Gambar 2.3 Minigame Red Light Green Light..... | 5 |
| Gambar 2.4 Tampilan sebelum menuju minigame Red Light Green Light | 5 |
| Gambar 3.1 Denah FKB lantai dasar | 9 |
| Gambar 3.2 Denah FKB lantai 2 | 9 |
| Gambar 3.3 Denah FKB lantai 3 | 9 |
| Gambar 3.4 Denah FKB lantai 4 | 10 |
| Gambar 3.5 Denah FKB lantai 5 | 10 |
| Gambar 3.6 Denah FEB lantai dasar..... | 11 |
| Gambar 3.7 Denah FEB lantai 2 | 11 |
| Gambar 3.8 Denah FEB lantai 3 | 12 |
| Gambar 3.9 Denah FEB lantai 4 | 12 |
| Gambar 3.10 Denah FEB lantai 5 | 12 |
| Gambar 3.11 Interaksi Title..... | 13 |
| Gambar 3.12 Interaksi Teleport | 13 |
| Gambar 3.13 Interaksi Games Archery..... | 13 |
| Gambar 3.14 Interaksi Hidden Room..... | 14 |
| Gambar 3.15 Interaksi Games Archery | 14 |
| Gambar 3.16 Flowchart | 15 |
| Gambar 4.1 Gedung bagian depan | 19 |
| Gambar 4.2 Gedung bagian samping..... | 20 |
| Gambar 4.3 Lobby FEB | 20 |
| Gambar 4.4 Lantai 2 FEB | 21 |

| | |
|--|----|
| Gambar 4.5 Lantai 3 FEB | 21 |
| Gambar 4.6 Lantai 4 FEB | 22 |
| Gambar 4.7 area lantai 5 FEB | 22 |
| Gambar 4.8 Open Library FEB | 23 |
| Gambar 4.9 Aula FEB..... | 23 |
| Gambar 4.10 Gedung FEB bagian depan | 24 |
| Gambar 4.11 Lobby FEB | 24 |
| Gambar 4.12 Lantai 2 FEB | 25 |
| Gambar 4.13 Lantai 3 FEB | 25 |
| Gambar 4.14 Lantai 4 FEB | 26 |
| Gambar 4.15 Lantai 5 FEB | 26 |
| Gambar 4.16 Open Library..... | 27 |
| Gambar 4.17 Open Library dari depan | 27 |
| Gambar 4.18 Title | 28 |
| Gambar 4.19 Interaksi Title..... | 28 |
| Gambar 4.20 Command untuk Title..... | 29 |
| Gambar 4.21 Teleport..... | 29 |
| Gambar 4.22 Teleport..... | 30 |
| Gambar 4.23 Command untuk Teleport..... | 30 |
| Gambar 4.24 Interaksi games archery..... | 30 |
| Gambar 4.25 Games Archery..... | 31 |
| Gambar 4.26 Interaksi Hidden Room..... | 31 |
| Gambar 4.27 Kuis Hidden Room..... | 32 |
| Gambar 4.28 Password Door..... | 32 |
| Gambar 4.29 Password door jika salah menjawab..... | 33 |
| Gambar 4.30 Command untuk membunuh pemain..... | 33 |

Gambar 4.31 Kalkulator rumus slovin 34

Gambar 4.32 Grafik UEQ 38