

Lampiran 1. EventSheet Stage Cegah Kebakaran

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|----|--------|----------------------------|--|--|
| | | | <ul style="list-style-type: none"> Global number highscore = 0 Global text musik = "onn" Global number pause = 0 Global number bensin = 0 Global number nyawa_api = 100 Global number timer = 15 Global number score = 0 | |
| 1 | System | On start of layout | <ul style="list-style-type: none"> tutor1 xtutor Audio Add action | <ul style="list-style-type: none"> Set position to (668, -82) Set position to (791, -164) Stop "" |
| 2 | Touch | On touched home | <ul style="list-style-type: none"> System Add action | <ul style="list-style-type: none"> Go to gameplay |
| 3 | Touch | On touched tutorial | <ul style="list-style-type: none"> tutor1 xtutor System Add action | <ul style="list-style-type: none"> Set position to (356, 375) Set position to (765, 305) Set pause to 1 |
| 4 | Touch | On touched xtutor | <ul style="list-style-type: none"> tutor1 xtutor System Add action | <ul style="list-style-type: none"> Set position to (668, -82) Set position to (791, -164) Set pause to 0 |
| 5 | Touch | On touched quit | <ul style="list-style-type: none"> System exit yes no Add action | <ul style="list-style-type: none"> Set pause to 1 Set position to (427, 277) Set position to (350, 308) Set position to (503, 313) |
| 6 | Touch | On touched no | <ul style="list-style-type: none"> exit no yes System Add action | <ul style="list-style-type: none"> Set position to (880, -100) Set position to (668, -82) Set position to (668, -82) Set pause to 0 |
| 7 | System | On start of layout | <ul style="list-style-type: none"> System System sumatera System ProgressBarAvtur lvtur ProgressBarScore Add action | <ul style="list-style-type: none"> Set score to 0 Set timer to 45 Stop animation Set bensin to 20 Set maximum to 20 Destroy Set CSS style "background" to "red" |
| 8 | Touch | On touched yes | <ul style="list-style-type: none"> Browser Add action | <ul style="list-style-type: none"> Close |
| 9 | System | Every tick | <ul style="list-style-type: none"> score ProgressBarAvtur ProgressBarScore Add action | <ul style="list-style-type: none"> Set text to score Set progress to bensin Set progress to score |
| 10 | System | On start of layout | <ul style="list-style-type: none"> data1 x System Add action | <ul style="list-style-type: none"> Set position to (data1.data1_x, data1.data1_y) Set position to (x,x_x, x,x_y) Set group "sumatera" Deactivated |
| 11 | Touch | On touched x | <ul style="list-style-type: none"> data1 x System | <ul style="list-style-type: none"> Set position to (447, 643) Set position to (739, 549) Set group "sumatera" Activated |

(Lanjutan)

The image shows a screenshot of an animation software interface, likely Animate, displaying a timeline and a list of actions for a scene named "sumatera". The timeline is numbered from 12 to 35. The actions are organized into a hierarchical structure:

- 12** Sumatera (Scene)
- 13** System: bensin > 0 (Condition) → Add action
- 14** pesawat (Sprite): DragDrop is dragging (Condition) → Add action
 - 15** pesa... (Sprite): Is overlapping api (Condition) → Add action
 - 16** air (Sprite): Set position to (pesawat.X, pesawat.Y+40) (Action)
 - 17** api (Sprite): Opacity ≤ 0 (Condition) → Add action
 - 18** air (Sprite): Set position to (air.start_x, air.start_y) (Action)
 - 17** Sys... (System): Every 0.2 seconds (Condition) → Add action
 - 17** api (Sprite): Set opacity to api.Opacity-20 (Action)
 - 17** Audio (Audio): Play Rain 2 not looping at volume 0 dB (tag "") (Action)
 - 18** System: Else (Condition) → Add action
 - 18** air (Sprite): Set position to (air.start_x, air.start_y) (Action)
 - 19** pesawat (Sprite): DragDrop is dragging (Condition) → Add action
 - 19** pesawat (Sprite): Set position to (pesawat.start_x, pesawat.start_y) (Action)
 - 19** air (Sprite): Set position to (air.start_x, air.start_y) (Action)
 - 20** System: Every 1.0 seconds (Condition) → Add action
 - 20** System: Add -1 to timer (Action)
 - 21** api (Sprite): Opacity ≤ 0 (Condition) → Add action
 - 21** api (Sprite): Destroy (Action)
 - 22** System: timer = 0 (Condition) → Add action
 - 22** System: Go to gagal 1 (Action)
 - 23** System: bensin = 0 (Condition) → Add action
 - 23** System: Go to gagal 1 (Action)
 - 26** api (Sprite): On destroyed (Condition) → Add action
 - 26** System: Add 20 to score (Action)
 - 27** pesawat (Sprite): DragDrop is dragging (Condition) → Add action
 - 27** pesawat (Sprite): Move to top of layer (Action)
 - 28** System: Every 1.0 seconds (Condition) → Add action
 - 28** System: Add -1 to bensin (Action)
 - 29** Sprite5 (Sprite): Is on-screen (Condition) → Add action
 - 29** System: Create object avtur on layer 0 at (Sprite5.x+random(-40,80), Sprite5.y+random(-80,160)) (Action)
 - 29** System: Wait 2 seconds (Action)
 - 29** avtur (Sprite): Destroy (Action)
 - 31** Sprite5 (Sprite): Is on-screen (Condition) → Add action
 - 31** System: Create object jam on layer 0 at (Sprite5.x+random(-160), Sprite5.y+random(-180)) (Action)
 - 31** System: Wait 2 seconds (Action)
 - 31** jam (Sprite): Destroy (Action)
 - 33** sumatera (Scene): Is on-screen (Condition) → Add action
 - 33** System: Create object angin on layer 0 at (sumatera.x+random(10,70), sumatera.y+random(-80,150)) (Action)
 - 33** System: Wait 2 seconds (Action)
 - 33** angin (Sprite): Destroy (Action)
 - 34** System: Every 5 seconds (Condition) → Add action
 - 34** System: Create object angin on layer 0 at (sumatera.x+random(10,70), sumatera.y+random(-80,150)) (Action)
 - 34** System: Wait 2 seconds (Action)
 - 34** angin (Sprite): Destroy (Action)
 - 35** angin (Sprite): On collision with sumatera (Condition) → Add action
 - 35** System: Create object api on layer 0 at (sumatera.X+random(0,60), sumatera.Y+random(-70,100)) (Action)

(Lanjutan)

| | | | | |
|----|--------|------------|--------|---|
| 36 | Touch | On touched | avtur | Destroy |
| | | | System | Add 1 to bensin |
| | | | Audio | Play blip1_tombol not looping at volume 0 dB (tag "") |
| | | | | Add action |
| 37 | Touch | On touched | jam | Destroy |
| | | | Audio | Play Clock not looping at volume 0 dB (tag "") |
| | | | System | Add 5 to timer |
| | | | | Add action |
| 38 | Touch | On touched | pause | Add 1 to pause |
| | | | | Add action |
| 39 | System | pause > 1 | System | Set pause to 0 |
| | | | | Add action |
| 40 | System | pause = 0 | System | Set time scale to 1 |
| | | | pause | Set animation to "pause" (play from beginning) |
| | | | | Add action |
| 41 | System | pause = 1 | System | Set time scale to 0 |
| | | | pause | Set animation to "play" (play from beginning) |
| | | | | Add action |



Lampiran 2. Eventsheet Stage Mencangkul/Reboisasi

23

| | | | |
|-------------|----------------------|-------------|--|
| System | Every 1.0 seconds | System | Add -1 to timer |
| karungbiji | DragDrop is dragging | karungbiji | Set position to (karungbiji.start_x, karungbiji.start_y) |
| penyiramair | DragDrop is dragging | penyiramair | Set position to (penyiramair.start_x, penyiramair.start_y) |
| karungbiji | DragDrop is dragging | karungbiji | Move to top of layer |
| penyiramair | DragDrop is dragging | penyiramair | Move to top of layer |
| System | Else | airrembes | Set position to (penyiramair.x-35, penyiramair.y+3) |
| System | score = 100 | airrembes | Set position to (airrembes.start_x, airrembes.start_y) |
| | | System | Go to gameplay |

Biji1

| | | | |
|------------|-----------------------|------------|--------------------------|
| karungbiji | On DragDrop drop | | |
| karungbiji | Is overlapping pohon1 | karungbiji | Animation frame = 0 |
| | | air1 | Animation frame = 0 |
| | | System | Wait 3 seconds |
| | | air1 | Set animation frame to 1 |
| karungbiji | Is overlapping pohon2 | karungbiji | Animation frame = 0 |
| | | air2 | Animation frame = 0 |
| | | System | Wait 3 seconds |
| | | air2 | Set animation frame to 1 |
| karungbiji | Is overlapping pohon3 | karungbiji | Animation frame = 0 |
| | | air3 | Animation frame = 0 |
| | | System | Wait 3 seconds |
| | | air3 | Set animation frame to 1 |

lvl 2-3 pohon1

| | | |
|-------------|------------------------------|--|
| penyiramair | DragDrop is dragging | Add action |
| penyiram... | Is overlapping pohon1 | Add action |
| pohon1 | Animation frame = 1 | Add action |
| air1 | Animation frame = 1 | air1 Set animation frame to 0 |
| | | pohon1 Set animation frame to 2 |
| | | System Wait 3 seconds |
| | | air1 Set animation frame to 1 |
| | | Add action |
| pohon1 | Animation frame = 2 | Add action |
| air1 | Animation frame = 1 | air1 Set animation frame to 0 |
| | | pohon1 Set animation frame to 3 |
| | | System Wait 3 seconds |
| | | air1 Set animation frame to 1 |
| | | Add action |
| pohon1 | On frame changed | System Wait 10 seconds |
| | | pohon1 Set animation frame to pohon1.AnimationFrame-1 |
| | | Add action |
| pohon1 | Animation frame = 3 | Add action |
| air1 | Animation frame = 1 | air1 Set animation frame to 0 |
| | | pohon1 Set animation frame to 4 |
| | | System Wait 3 seconds |
| | | air1 Set animation frame to 1 |

lvl 2-3 pohon2

| | | |
|-------------|------------------------------|--|
| penyiram... | Is overlapping pohon2 | Add action |
| pohon2 | Animation frame = 1 | Add action |
| air2 | Animation frame = 1 | air2 Set animation frame to 0 |
| | | pohon2 Set animation frame to 2 |
| | | System Wait 3 seconds |
| | | air2 Set animation frame to 1 |
| | | Add action |
| pohon2 | Animation frame = 2 | Add action |
| air2 | Animation frame = 1 | air2 Set animation frame to 0 |
| | | pohon2 Set animation frame to 3 |
| | | System Wait 3 seconds |
| | | air2 Set animation frame to 1 |
| | | Add action |
| pohon2 | On frame changed | System Wait 10 seconds |
| | | pohon2 Set animation frame to pohon2.AnimationFrame-1 |
| | | Add action |
| pohon2 | Animation frame = 3 | Add action |
| air2 | Animation frame = 1 | air2 Set animation frame to 0 |
| | | pohon2 Set animation frame to 4 |
| | | System Wait 3 seconds |
| | | air2 Set animation frame to 1 |

Lampiran 3. Eventsheet Stage 3 Cegah Penebang

| | | | | |
|----|-------------------|---------------------------|------------|--|
| 89 | System | score \geq 1000 | System | Go to complete |
| | | | Add action | |
| 90 | System | timer \leq 0 | System | Go to gagal L3 - 3 |
| | | | Add action | |
| 91 | traktor | Is overlapping batas | System | Go to gagal L3 - 3 |
| | | | Add action | |
| 92 | Touch | On touched bubble1 | Audio | Play Item3_oksigen not looping at volume 0 dB (tag "") |
| | | | bubble1 | Destroy |
| | | | System | Add 10 to score |
| | | | Add action | |
| 93 | Touch | On touched bubble2 | Audio | Play Item3_oksigen not looping at volume 0 dB (tag "") |
| | | | bubble2 | Destroy |
| | | | System | Add 20 to score |
| | | | Add action | |
| 94 | Touch | On touched bubble3 | Audio | Play Item3_oksigen not looping at volume 0 dB (tag "") |
| | | | bubble3 | Destroy |
| | | | System | Add 30 to score |
| | | | Add action | |
| 95 | System | Every 5 seconds | System | Set musuh to round(random(2)) |
| | | | Add action | |
| 96 | System | musuh = 0 | System | Create object traktor on layer 0 at (900, 270) |
| | | | Add action | |
| 97 | System | musuh = 1 | System | Create object traktor on layer 0 at (890, 132) |
| | | | Add action | |
| 98 | System | musuh = 2 | System | Create object traktor on layer 0 at (910, 415) |
| | | | Add action | |
| 25 | System | Every random(3,7) seconds | System | Create object orang on layer 0 at (900, 290) |
| | | | Add action | |
| 26 | collision2 | | | |
| 27 | beringin | Is overlapping orang | orang | Set Platform Disabled |
| | | | Add action | |
| 28 | System | Trigger once | Audio | Play kapak not looping at volume 0 dB (tag "") |
| | | | Add action | |
| 29 | System | Every 0.08 seconds | beringin | Add -1 to nyawa |
| | | | Add action | |
| 30 | beringin | nyawa \leq 0 | beringin | Destroy |
| | | | orang | Set Platform Enabled |
| | | | beringin6 | Destroy |
| | | | beringin15 | Destroy |
| | | | Add action | |
| 31 | beringin2 | Is overlapping orang | orang | Set Platform Disabled |
| | | | Add action | |
| 32 | System | Trigger once | Audio | Play kapak not looping at volume 0 dB (tag "") |
| | | | Add action | |
| 33 | System | Every 0.08 seconds | beringin2 | Add -1 to nyawa |
| | | | Add action | |
| 34 | beringin2 | nyawa \leq 0 | beringin2 | Destroy |
| | | | orang | Set Platform Enabled |
| | | | beringin9 | Destroy |
| | | | beringin10 | Destroy |

| Orang Mati2 | | | |
|-------------|--------|----------------------|--|
| 47 | | | |
| 48 | Touch | On touched orang | __perangkap Set position to orang (image point 0) __perangkap Start animation from beginning System Wait 0.5 seconds __perangkap Set position to (perangkap.start_x, perangkap.start_y) orang Simulate Platform pressing Jump Audio Play Jump2_penebang not looping at volume 0 dB (tag "") System Wait 0.3 seconds orang Destroy Add action |
| 49 | System | score ≥ 250 | System Go to stage 3 - 2 Add action |
| 50 | orang | Is overlapping batas | System Go to gagal L3 - 1 Add action |
| 51 | System | timer ≤ 0 | System Go to gagal L3 - 1 Add action |
| 52 | Touch | On touched pause | System Add 1 to pause Add action |
| 53 | System | pause > 1 | System Set pause to 0 Add action |
| 54 | System | pause = 0 | System Set time scale to 1 pause Set animation to "pause" (play from beginning) Add action |
| 55 | System | pause = 1 | System Set time scale to 0 pause Set animation to "play" (play from beginning) |

