

LAMPIRAN 1

Coding Gameplay Level 1

15	MusuhTan...	On Timer "Direction"	MusuhTankK...	Set Direction to <code>floor(random(4))</code>
16	System	For each MusuhTankKuning		
17	MusuhTa...	Direction = 0	MusuhTankK...	Simulate 8Direction pressing Down
18	System	Else	MusuhTankK...	Simulate 8Direction pressing Left
19	MusuhTa...	Direction = 1	MusuhTankK...	Simulate 8Direction pressing Right
20	System	Else	MusuhTankK...	Simulate 8Direction pressing Up
21	MusuhTan...	On Timer "Direction"	MusuhTankM...	Set Direction to <code>floor(random(4))</code>
22	System	For each MusuhTankMerah2		
23	MusuhTa...	Direction = 0	MusuhTankM...	Simulate 8Direction pressing Down
24	System	Else	MusuhTankM...	Simulate 8Direction pressing Right
25	MusuhTa...	Direction = 1	MusuhTankM...	Simulate 8Direction pressing Up
26	System	Else	MusuhTankM...	Simulate 8Direction pressing Left

LAMPIRAN 2

Coding Menu Level 2

1	System	On start of layout	System	Set Index to 0
			System	Set TotalQuiz to 10
			AJAX	Request Soal_SMP.txt (tag "load bank soal")
2	AJAX	On "load bank soal" completed	Function	Call "getBankSoal" 0
3	Function	On "getBankSoal"		
4	System	For "daftarSoal" from 0 to TotalQuiz-1	Array	Set value at Index to <code>trim(tokenat(AJAX.LastData,Index,""))</code>
			System	Add 1 to Index
5	System	Every tick	Text2	Set text to "Score :&Score"
			Text4	Set text to "Life :&Life"
6	Mouse	On Left button Clicked on Play	System	Set Active to 2
			System	Go to Layout 7
7	System	On start of layout		
8	Audio	Tag "music" is playing	Audio	Play Level 2 looping at volume 0 dB (tag "music")

LAMPIRAN 3

Coding Gameplay Level 2

Global number Y = 7				
Global number Enemy2 = 50				
1	Keyboard	On Space pressed	Player	Spawn — Peluru on layer 0 (<i>image point 1</i>)
	System	Active = 2	Player	Spawn — Peluru on layer 0 (<i>image point 2</i>)
			Audio	Play Shoot not looping at volume 100 dB (tag "music")
				Add action
2	Keyboard	On P pressed	System	Set time scale to 1
	System	Active = 2	System	Set Player time scale to 1
			System	Set MusuhTankBiru2 time scale to 1
			System	Set MusuhTankKuning time scale to 1
			System	Set MusuhTankMerah2 time scale to 1
			System	Set MusuhTankBiru time scale to 1
			System	Set MusuhTankKuning2 time scale to 1
			System	Set MusuhTankMerah time scale to 1
			System	Set — Peluru time scale to 1
			System	Set — Peluru2 time scale to 1
			System	Set — Peluru3 time scale to 1
			Add action	
3	Keyboard	On Q pressed	System	Set time scale to 0
	System	Active = 2	System	Set Player time scale to 0
			System	Set MusuhTankBiru2 time scale to 0
			System	Set MusuhTankKuning time scale to 0
			System	Set MusuhTankMerah2 time scale to 0
			System	Set MusuhTankBiru time scale to 0
			System	Set MusuhTankKuning2 time scale to 0
			System	Set MusuhTankMerah time scale to 0
			System	Set — Peluru time scale to 0
			System	Set — Peluru2 time scale to 0
			System	Set — Peluru3 time scale to 0
			Add action	

4	→ Peluru	On collision with Sprite	→ Peluru	Destroy
			Add action	
5	→ Peluru2	On collision with Sprite	→ Peluru2	Destroy
			Add action	
6	→ Peluru3	On collision with Sprite	→ Peluru3	Destroy
			Add action	
7	→ Peluru	On collision with Sprite2	→ Peluru	Destroy
			Add action	
8	→ Peluru2	On collision with Sprite2	→ Peluru2	Destroy
			Add action	
9	→ Peluru3	On collision with Sprite2	→ Peluru3	Destroy
			Add action	
10	⚙ System	On start of layout	MusuhTankBiru2 Start Timer "Direction" for 1.0 (Regular) MusuhTankKuning Start Timer "Direction" for 1.0 (Regular) MusuhTankMerah2 Start Timer "Direction" for 1.0 (Regular) MusuhTankBiru Start Timer "Direction" for 1.0 (Regular) MusuhTankKuning2 Start Timer "Direction" for 1.0 (Regular) MusuhTankMerah Start Timer "Direction" for 1.0 (Regular) MusuhBiru Start Timer "Spawn" for 7.0 (Regular) MusuhBiru2 Start Timer "Spawn" for 12.0 (Regular) MusuhMerah Start Timer "Spawn" for 17.0 (Regular) MusuhMerah2 Start Timer "Spawn" for 23.0 (Regular) MusuhKuning Start Timer "Spawn" for 27.0 (Regular) MusuhKuning2 Start Timer "Spawn" for 32.0 (Regular) System Set Timer to 50 Text13 Set text to "Timer : "&Timer System Set EnemyCounter to 3	

11	→ MusuhTankBiru2	On Timer "Direction"	MusuhTankBiru2	Set Direction to floor(random(4))
			Add action	
12	⚙ System	For each MusuhTankBiru2		
			Add action	
13	MusuhTankBiru2	Direction = 0	MusuhTankBiru2	Simulate 8Direction pressing Down
			Add action	
14	⚙ System	Else	MusuhTankBiru2	Simulate 8Direction pressing Left
	MusuhTankBiru2	Direction = 1		Add action
15	⚙ System	Else	MusuhTankBiru2	Simulate 8Direction pressing Up
	MusuhTankBiru2	Direction = 2		Add action
16	⚙ System	Else	MusuhTankBiru2	Simulate 8Direction pressing Right
	MusuhTankBiru2	Direction = 3		Add action
17	→ MusuhTankBiru	On Timer "Direction"	MusuhTankBiru	Set Direction to floor(random(4))
			Add action	
18	⚙ System	For each MusuhTankBiru		
			Add action	
19	MusuhTankBiru	Direction = 0	MusuhTankBiru	Simulate 8Direction pressing Down
			Add action	
20	⚙ System	Else	MusuhTankBiru	Simulate 8Direction pressing Left
	MusuhTankBiru	Direction = 1		Add action
21	⚙ System	Else	MusuhTankBiru	Simulate 8Direction pressing Up
	MusuhTankBiru	Direction = 2		Add action
22	⚙ System	Else	MusuhTankBiru	Simulate 8Direction pressing Right
	MusuhTankBiru	Direction = 3		Add action

23	MusuhTankKuning	On Timer "Direction"	MusuhTankKuning	Set Direction to <i>floor(random(4))</i>
			Add action	
24	System	For each MusuhTankKuning	Add action	
25	MusuhTankKuning	Direction = 0	MusuhTankKuning	Simulate 8Direction pressing Down
			Add action	
26	System	Else	MusuhTankKuning	Simulate 8Direction pressing Left
	MusuhTankKuning	Direction = 1	Add action	
27	System	Else	MusuhTankKuning	Simulate 8Direction pressing Right
	MusuhTankKuning	Direction = 2	Add action	
28	System	Else	MusuhTankKuning	Simulate 8Direction pressing Up
	MusuhTankKuning	Direction = 3	Add action	
29	MusuhTankKuning2	On Timer "Direction"	MusuhTankKuning2	Set Direction to <i>floor(random(4))</i>
			Add action	
30	System	For each MusuhTankKuning2	Add action	
31	MusuhTankKuning2	Direction = 0	MusuhTankKuning2	Simulate 8Direction pressing Down
			Add action	
32	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Left
	MusuhTankKuning2	Direction = 1	Add action	
33	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Right
	MusuhTankKuning2	Direction = 2	Add action	
34	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Up
	MusuhTankKuning2	Direction = 3	Add action	
35	MusuhTankMerah2	On Timer "Direction"	MusuhTankMerah2	Set Direction to <i>floor(random(4))</i>
			Add action	
36	System	For each MusuhTankMerah2	Add action	
37	MusuhTankMerah2	Direction = 0	MusuhTankMerah2	Simulate 8Direction pressing Down
			Add action	
38	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Right
	MusuhTankMerah2	Direction = 1	Add action	
39	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Up
	MusuhTankMerah2	Direction = 2	Add action	
40	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Left
	MusuhTankMerah2	Direction = 3	Add action	
41	MusuhTankMerah	On Timer "Direction"	MusuhTankMerah	Set Direction to <i>floor(random(4))</i>
			Add action	
42	System	For each MusuhTankMerah	Add action	
43	MusuhTankMerah	Direction = 0	MusuhTankMerah	Simulate 8Direction pressing Down
			Add action	
44	System	Else	MusuhTankMerah	Simulate 8Direction pressing Right
	MusuhTankMerah	Direction = 1	Add action	
45	System	Else	MusuhTankMerah	Simulate 8Direction pressing Up
	MusuhTankMerah	Direction = 2	Add action	
46	System	Else	MusuhTankMerah	Simulate 8Direction pressing Left
	MusuhTankMerah	Direction = 3	Add action	

47	<ul style="list-style-type: none"> MusuhBiru System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhBiru System 	<ul style="list-style-type: none"> Spawn MusuhTankBiru2 on layer 0 (image point 0) Add 1 to EnemyCounter
48	<ul style="list-style-type: none"> MusuhBiru2 System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhBiru2 System 	<ul style="list-style-type: none"> Spawn MusuhTankBiru on layer 0 (image point 0) Add 1 to EnemyCounter
49	<ul style="list-style-type: none"> MusuhMerah System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhMerah System 	<ul style="list-style-type: none"> Spawn MusuhTankMerah2 on layer 0 (image point 0) Add 1 to EnemyCounter
50	<ul style="list-style-type: none"> MusuhMerah2 System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhMerah2 System 	<ul style="list-style-type: none"> Spawn MusuhTankMerah on layer 0 (image point 0) Add 1 to EnemyCounter
51	<ul style="list-style-type: none"> MusuhKuning System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhKuning System 	<ul style="list-style-type: none"> Spawn MusuhTankKuning on layer 0 (image point 0) Add 1 to EnemyCounter
52	<ul style="list-style-type: none"> MusuhKuning2 System System 	<ul style="list-style-type: none"> On Timer "Spawn" Active = 2 Enemy2 ≥ EnemyCounter 	<ul style="list-style-type: none"> MusuhKuning2 System 	<ul style="list-style-type: none"> Spawn MusuhTankKuning2 on layer 0 (image point 0) Add 1 to EnemyCounter

53	<ul style="list-style-type: none"> System 	<ul style="list-style-type: none"> Every 3 seconds 	<ul style="list-style-type: none"> MusuhTankBiru2 MusuhTankKuning MusuhTankMerah2 MusuhTankBiru MusuhTankKuning2 MusuhTankMerah 	<ul style="list-style-type: none"> Start Timer "Direction" for 1 (Regular) Start Timer "Direction" for 1 (Regular) Start Timer "Direction" for 1 (Regular) Start Timer "Direction" for 1 (Regular) Start Timer "Direction" for 1 (Regular) Start Timer "Direction" for 1 (Regular)
54	<ul style="list-style-type: none"> System System 	<ul style="list-style-type: none"> Every 1.0 seconds Active = 2 	<ul style="list-style-type: none"> MusuhTankBiru2 MusuhTankKuning MusuhTankMerah2 MusuhTankBiru MusuhTankBiru MusuhTankKuning2 MusuhTankKuning2 MusuhTankMerah MusuhTankMerah Audio 	<ul style="list-style-type: none"> Spawn Peluru2 on layer 0 (image point 1) Spawn Peluru2 on layer 0 (image point 1) Spawn Peluru2 on layer 0 (image point 1) Spawn Peluru3 on layer 0 (image point 1) Spawn Peluru3 on layer 0 (image point 2) Spawn Peluru3 on layer 0 (image point 1) Spawn Peluru3 on layer 0 (image point 2) Spawn Peluru3 on layer 0 (image point 1) Spawn Peluru3 on layer 0 (image point 2) Play Shoot not looping at volume 100 dB (tag "enemy")
55	<ul style="list-style-type: none"> System 	<ul style="list-style-type: none"> Every tick 	<ul style="list-style-type: none"> Text2 Text4 Text5 Text22 	<ul style="list-style-type: none"> Set text to "Score : " & Score Set text to "Life : " & Life Set text to "Enemy : " & Enemy2 Set text to "Y : " & Y
56	<ul style="list-style-type: none"> Peluru 	<ul style="list-style-type: none"> On collision with Peluru2 	<ul style="list-style-type: none"> Peluru Peluru2 	<ul style="list-style-type: none"> Destroy Destroy
57	<ul style="list-style-type: none"> Peluru 	<ul style="list-style-type: none"> On collision with Peluru3 	<ul style="list-style-type: none"> Peluru Peluru3 	<ul style="list-style-type: none"> Destroy Destroy

58	→ Peluru	On collision with MusuhTankBiru2	MusuhTankBiru2 → Peluru	Subtract 1 from MusuhBiru Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
59	MusuhTankBiru2	MusuhBiru ≤ 0	MusuhTankBiru2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
60	→ MusuhTankBiru2	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 25 to Score
			System	Subtract 1 from Y
			Add action	
61	→ Peluru	On collision with MusuhTankBiru	MusuhTankBiru → Peluru	Subtract 1 from MusuhBiru2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
62	MusuhTankBiru	MusuhBiru2 ≤ 0	MusuhTankBiru	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
63	→ MusuhTankBiru	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 100 to Score
			System	Subtract 1 from Y
			Add action	
64	→ Peluru	On collision with MusuhTankMerah2	MusuhTankMerah2 → Peluru	Subtract 1 from MusuhMerah Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
65	MusuhTankMerah2	MusuhMerah ≤ 0	MusuhTankMerah2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
66	→ MusuhTankMerah2	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 50 to Score
			System	Subtract 1 from Y
			Add action	
67	→ Peluru	On collision with MusuhTankMerah	MusuhTankMerah → Peluru	Subtract 1 from MusuhMerah2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
68	MusuhTankMerah	MusuhMerah2 ≤ 0	MusuhTankMerah	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
69	→ MusuhTankMerah	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 200 to Score
			System	Subtract 1 from Y
			Add action	

70	→ Peluru	On collision with MusuhTankKuning	MusuhTankKuning	Subtract 1 from MusuhKuning
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
71	MusuhTankKuning	MusuhKuning ≤ 0	MusuhTankKuning	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
72	→ MusuhTankKuning	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 100 to Score
			System	Subtract 1 from Y
			Add action	
73	→ Peluru	On collision with MusuhTankKuning2	MusuhTankKuning2	Subtract 1 from MusuhKuning2
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
74	MusuhTankKuning2	MusuhKuning2 ≤ 0	MusuhTankKuning2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
75	→ MusuhTankKuning2	On destroyed	System	Subtract 1 from Enemy2
			System	Subtract 1 from EnemyCounter
			System	Add 300 to Score
			System	Subtract 1 from Y
			Add action	
76	← Peluru2	On collision with Player	System	Subtract 1 from Life
			Peluru2	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
77	→ Peluru3	On collision with Player	System	Subtract 1 from Life
			Peluru3	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
78	System	Life ≤ 0	System	Set Active to 0
			System	Go to Layout 4
			Audio	Play Explosion not looping at volume 50 dB (tag "effect")
			Audio	Stop "enemy"
			Add action	
79	System	Enemy2 ≤ 0	Sprite2	Destroy
			Text5	Destroy
			Text22	Destroy
			MusuhBiru	Destroy
			MusuhKuning	Destroy
			MusuhMerah	Destroy
			MusuhBiru2	Destroy
			MusuhKuning2	Destroy
			MusuhMerah2	Destroy
			Audio	Stop "enemy"
			Add action	

95	<ul style="list-style-type: none"> System $Y \leq 0$ System Active = 2 	<ul style="list-style-type: none"> System Set Active to 1 System Set layer 1 Visible System Set Player time scale to 0 System Set MusuhTankBiru2 time scale to 0 System Set MusuhTankKuning time scale to 0 System Set MusuhTankMerah2 time scale to 0 System Set MusuhTankBiru time scale to 0 System Set MusuhTankKuning2 time scale to 0 System Set MusuhTankMerah time scale to 0 System Set Peluru time scale to 0 System Set Peluru2 time scale to 0 System Set Peluru3 time scale to 0 Text13 Start Timer "Time" for 1.0 (Regular) Text13 Set text to "Timer : " & Timer System Set Timer to 50
96	<ul style="list-style-type: none"> Text13 On Timer "Time" 	<ul style="list-style-type: none"> System Subtract 1 from Timer Text13 Set text to "Timer : " & Timer
97	<ul style="list-style-type: none"> Function On "SetupUrutanSoal" 	<ul style="list-style-type: none"> UrutanSoal Set size to (TotalQuiz, 1, 1)
98	<ul style="list-style-type: none"> System Repeat TotalQuiz times 	<ul style="list-style-type: none"> UrutanSoal Set value at loopindex to loopindex
99	<ul style="list-style-type: none"> Function On "getRandomSoal" 	<ul style="list-style-type: none"> System Set random_angka to $int(random(0, UrutanSoal.Width))$ System Set nomor_soal to $UrutanSoal.At(random_angka)$ Text17 Set text to $trim(tokenat(Array.At(nomor_soal, 0, ","))$ Text18 Set text to $trim(tokenat(Array.At(nomor_soal, 1, ","))$ Text19 Set text to $trim(tokenat(Array.At(nomor_soal, 2, ","))$ Text20 Set text to $trim(tokenat(Array.At(nomor_soal, 3, ","))$ Text21 Set text to $trim(tokenat(Array.At(nomor_soal, 4, ","))$ System Set kunci_jawaban to $trim(tokenat(Array.At(nomor_soal, 5, ","))$ Sprite7 Set animation frame to nomor_soal
100	<ul style="list-style-type: none"> System On start of layout 	<ul style="list-style-type: none"> Function Call "SetupUrutanSoal" () Function Call "getRandomSoal" ()
101	<ul style="list-style-type: none"> Function On "CekJawaban" 	<ul style="list-style-type: none"> System Set Active to 2 System Set layer 1 Invisible System Set Player time scale to 1 System Set MusuhTankBiru2 time scale to 1 System Set MusuhTankKuning time scale to 1 System Set MusuhTankMerah2 time scale to 1 System Set MusuhTankBiru time scale to 1 System Set MusuhTankKuning2 time scale to 1 System Set MusuhTankMerah time scale to 1 System Set Peluru time scale to 1 System Set Peluru2 time scale to 1 System Set Peluru3 time scale to 1 Text13 Stop Timer "Time" System Set Timer to 50

102	System	kunci_jawaban = Function. Param(0)	System	Set soal_terjawab to 1
			Function	Call "getRandomSoal" ()
			Function	Call "getReward" (round(random(1,4)))
			System	Set Y to 7
			Audio	Play Benar not looping at volume 100 dB (tag "music")
			Add action	
103	System	Else	Function	Call "getPunishment" (round(random(1,2)))
			Function	Call "getRandomSoal" ()
			System	Set Y to 7
			Audio	Play Salah not looping at volume 100 dB (tag "music")
			Add action	
104	System	Timer = 0	System	Set Player time scale to 1
	System	Active = 1	System	Set MusuhTankBiru2 time scale to 1
			System	Set MusuhTankKuning time scale to 1
			System	Set MusuhTankMerah2 time scale to 1
			System	Set MusuhTankBiru time scale to 1
			System	Set MusuhTankKuning2 time scale to 1
			System	Set MusuhTankMerah time scale to 1
			System	Set Peluru time scale to 1
			System	Set Peluru2 time scale to 1
			System	Set Peluru3 time scale to 1
			System	Set layer 1 <i>Invisible</i>
			System	Set Timer to 50
			Text13	Stop Timer "Time"
			Function	Call "getPunishment" (round(random(1,2)))
			Function	Call "getRandomSoal" ()
			System	Set Y to 7
			Audio	Play Salah not looping at volume 100 dB (tag "music")
			System	Set Active to 2
			Add action	

105	Mouse	On Left button Clicked on Text18	Function	Call " CekJawaban " (Text18.Text)
			Add action	
	System	Active = 1		
106	Mouse	On Left button Clicked on Text19	Function	Call " CekJawaban " (Text19.Text)
			Add action	
	System	Active = 1		
107	Mouse	On Left button Clicked on Text20	Function	Call " CekJawaban " (Text20.Text)
			Add action	
	System	Active = 1		
108	Mouse	On Left button Clicked on Text21	Function	Call " CekJawaban " (Text21.Text)
			Add action	
	System	Active = 1		

109	Function	On "getReward"	Add action
110	Function	Parameter 0 = 1	System Add 2000 to Score
111	Function	Parameter 0 = 2	System Add 2 to Life
112	Function	Parameter 0 = 3	System Subtract 7 from Enemy2
113	Function	Parameter 0 = 4	MusuhTankBiru2 Destroy MusuhTankKuning Destroy MusuhTankMerah2 Destroy MusuhTankBiru Destroy MusuhTankKuning2 Destroy MusuhTankMerah Destroy Peluru2 Destroy Peluru3 Destroy
114	Function	On "getPunishment"	Add action
115	Function	Parameter 0 = 1	System Add 7 to Enemy2
116	Function	Parameter 0 = 2	System Subtract 1 from Life

LAMPIRAN 4

Coding Menu Level 3

1	System	On start of layout	System Set Index to 0 System Set TotalQuiz to 10 AJAX Request Soal_SMA.txt (tag "load bank soal")
2	AJAX	On "load bank soal" completed	Function Call " getBankSoal " 0
3	Function	On "getBankSoal"	Add action
4	System	For "daftarSoal" from 0 to TotalQuiz-1	Array Set value at <i>Index</i> to <i>trim(tokenat(AJAX.LastData,Index,""))</i> System Add 1 to Index
5	System	Every tick	Text2 Set text to "Score : " & <i>Score</i> Text4 Set text to "Life : " & <i>Life</i>
6	Mouse	On Left button Clicked on Play	System Set Active to 2 System Go to Layout 9
7	System	On start of layout	Add action
8	Audio	Tag " music " is playing	Audio Play Final Stage looping at volume 0 dB (tag "music")

LAMPIRAN 5

Coding Gameplay Level 3

Global number Bom = 0				
Global number Z = 10				
Global number Enemy3 = 100				
1	Keyboard	On Space pressed	Player	Spawn — Peluru on layer 0 (image point 1)
	System	Active = 2	Player	Spawn — Peluru on layer 0 (image point 2)
			Player	Spawn — Peluru on layer 0 (image point 3)
			Audio	Play Shoot not looping at volume 100 dB (tag "music")
			Add action	
2	Keyboard	On P pressed	System	Set time scale to 1
	System	Active = 2	System	Set Player time scale to 1
			System	Set MusuhTankBiru2 time scale to 1
			System	Set MusuhTankKuning time scale to 1
			System	Set MusuhTankMerah2 time scale to 1
			System	Set MusuhTankBiru time scale to 1
			System	Set MusuhTankKuning2 time scale to 1
			System	Set MusuhTankMerah time scale to 1
			System	Set MusuhTankBiru3 time scale to 1
			System	Set MusuhTankKuning3 time scale to 1
			System	Set MusuhTankMerah3 time scale to 1
			System	Set Peluru time scale to 1
			System	Set Peluru2 time scale to 1
			System	Set Peluru3 time scale to 1
			System	Set peluru4 time scale to 1
		Add action		

3	Keyboard	On Q pressed	System	Set time scale to 0
	System	Active = 2	System	Set Player time scale to 0
			System	Set MusuhTankBiru2 time scale to 0
			System	Set MusuhTankKuning time scale to 0
			System	Set MusuhTankMerah2 time scale to 0
			System	Set MusuhTankBiru time scale to 0
			System	Set MusuhTankKuning2 time scale to 0
			System	Set MusuhTankMerah time scale to 0
			System	Set MusuhTankBiru3 time scale to 0
			System	Set MusuhTankKuning3 time scale to 0
			System	Set MusuhTankMerah3 time scale to 0
			System	Set Peluru time scale to 0
			System	Set Peluru2 time scale to 0
			System	Set Peluru3 time scale to 0
		System	Set peluru4 time scale to 0	
		Add action		
4	Peluru	On collision with Sprite8	Peluru	Destroy
			Add action	
5	Peluru2	On collision with Sprite8	Peluru2	Destroy
			Add action	
6	Peluru3	On collision with Sprite8	Peluru3	Destroy
			Add action	
7	peluru4	On collision with Sprite8	peluru4	Destroy
			Add action	
8	Peluru	On collision with Sprite2	Peluru	Destroy
			Add action	
9	Peluru2	On collision with Sprite2	Peluru2	Destroy
			Add action	

10	→ Peluru3	On collision with Sprite2	→ Peluru3	Destroy
			Add action	
11	→ peluru4	On collision with Sprite2	→ peluru4	Destroy
			Add action	
12	⚙ System	On start of layout	🚗 MusuhTankBiru2	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankKuning	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankMerah2	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankBiru	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankKuning2	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankMerah	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankBiru3	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankKuning3	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhTankMerah3	Start ⌚ Timer "Direction" for 1.0 (Regular)
			🚗 MusuhBiru	Start ⌚ Timer "Spawn" for 7.0 (Regular)
			🚗 MusuhBiru2	Start ⌚ Timer "Spawn" for 12.0 (Regular)
			🚗 MusuhBiru3	Start ⌚ Timer "Spawn" for 15.0 (Regular)
			🚗 MusuhMerah	Start ⌚ Timer "Spawn" for 17.0 (Regular)
			🚗 MusuhMerah2	Start ⌚ Timer "Spawn" for 23.0 (Regular)
			🚗 MusuhMerah3	Start ⌚ Timer "Spawn" for 26.0 (Regular)
			🚗 MusuhKuning	Start ⌚ Timer "Spawn" for 27.0 (Regular)
			🚗 MusuhKuning2	Start ⌚ Timer "Spawn" for 32.0 (Regular)
			🚗 MusuhKuning3	Start ⌚ Timer "Spawn" for 35.0 (Regular)
			🚗 Hati	Start ⌚ Timer "Spawn" for 1.0 (Regular)
			💣 Bomb	Start ⌚ Timer "Spawn" for 60.0 (Regular)
			⚙ System	Set Timer to 40
			📄 Text13	Set text to "Timer : "&Timer
			📄 Text5	Set text to "Enemy : "&Enemy3
			📄 Text23	Set text to "Z : "&Z
			⚙ System	Set EnemyCounter to 3
			Add action	
13	🚗 MusuhTankBiru2	On ⌚ Timer "Direction"	🚗 MusuhTankBiru2	Set Direction to floor(random(4))
			Add action	
14	⚙ System	For each 🚗 MusuhTankBiru2	Add action	
15	🚗 MusuhTankBiru2	Direction = 0	🚗 MusuhTankBiru2	Simulate 🚗8Direction pressing Down
			Add action	
16	⚙ System	Else	🚗 MusuhTankBiru2	Simulate 🚗8Direction pressing Left
	🚗 MusuhTankBiru2	Direction = 1	Add action	
17	⚙ System	Else	🚗 MusuhTankBiru2	Simulate 🚗8Direction pressing Up
	🚗 MusuhTankBiru2	Direction = 2	Add action	
18	⚙ System	Else	🚗 MusuhTankBiru2	Simulate 🚗8Direction pressing Right
	🚗 MusuhTankBiru2	Direction = 3	Add action	
19	🚗 MusuhTankBiru	On ⌚ Timer "Direction"	🚗 MusuhTankBiru	Set Direction to floor(random(4))
			Add action	
20	⚙ System	For each 🚗 MusuhTankBiru	Add action	
21	🚗 MusuhTankBiru	Direction = 0	🚗 MusuhTankBiru	Simulate 🚗8Direction pressing Down
			Add action	
22	⚙ System	Else	🚗 MusuhTankBiru	Simulate 🚗8Direction pressing Left
	🚗 MusuhTankBiru	Direction = 1	Add action	
23	⚙ System	Else	🚗 MusuhTankBiru	Simulate 🚗8Direction pressing Up
	🚗 MusuhTankBiru	Direction = 2	Add action	
24	⚙ System	Else	🚗 MusuhTankBiru	Simulate 🚗8Direction pressing Right
	🚗 MusuhTankBiru	Direction = 3	Add action	

25	MusuhTankBiru3	On Timer "Direction"	MusuhTankBiru3	Set Direction to <i>floor(random(4))</i>
			Add action	
26	System	For each MusuhTankBiru3	Add action	
27	MusuhTankBiru3	Direction = 0	MusuhTankBiru3	Simulate 8Direction pressing Down
			Add action	
28	System	Else	MusuhTankBiru3	Simulate 8Direction pressing Left
	MusuhTankBiru3	Direction = 1	Add action	
29	System	Else	MusuhTankBiru3	Simulate 8Direction pressing Up
	MusuhTankBiru3	Direction = 2	Add action	
30	System	Else	MusuhTankBiru3	Simulate 8Direction pressing Right
	MusuhTankBiru3	Direction = 3	Add action	
31	MusuhTankKuning	On Timer "Direction"	MusuhTankKuning	Set Direction to <i>floor(random(4))</i>
			Add action	
32	System	For each MusuhTankKuning	Add action	
33	MusuhTankKuning	Direction = 0	MusuhTankKuning	Simulate 8Direction pressing Down
			Add action	
34	System	Else	MusuhTankKuning	Simulate 8Direction pressing Left
	MusuhTankKuning	Direction = 1	Add action	
35	System	Else	MusuhTankKuning	Simulate 8Direction pressing Right
	MusuhTankKuning	Direction = 2	Add action	
36	System	Else	MusuhTankKuning	Simulate 8Direction pressing Up
	MusuhTankKuning	Direction = 3	Add action	

37	MusuhTankKuning2	On Timer "Direction"	MusuhTankKuning2	Set Direction to <i>floor(random(4))</i>
			Add action	
38	System	For each MusuhTankKuning2	Add action	
39	MusuhTankKuning2	Direction = 0	MusuhTankKuning2	Simulate 8Direction pressing Down
			Add action	
40	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Left
	MusuhTankKuning2	Direction = 1	Add action	
41	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Right
	MusuhTankKuning2	Direction = 2	Add action	
42	System	Else	MusuhTankKuning2	Simulate 8Direction pressing Up
	MusuhTankKuning2	Direction = 3	Add action	
43	MusuhTankKuning3	On Timer "Direction"	MusuhTankKuning3	Set Direction to <i>floor(random(4))</i>
			Add action	
44	System	For each MusuhTankKuning3	Add action	
45	MusuhTankKuning3	Direction = 0	MusuhTankKuning3	Simulate 8Direction pressing Down
			Add action	
46	System	Else	MusuhTankKuning3	Simulate 8Direction pressing Left
	MusuhTankKuning3	Direction = 1	Add action	
47	System	Else	MusuhTankKuning3	Simulate 8Direction pressing Right
	MusuhTankKuning3	Direction = 2	Add action	
48	System	Else	MusuhTankKuning3	Simulate 8Direction pressing Up
	MusuhTankKuning3	Direction = 3	Add action	

49	MusuhTankMerah2	On Timer "Direction"	MusuhTankMerah2	Set Direction to <i>floor(random(4))</i>
			Add action	
50	System	For each MusuhTankMerah2	Add action	
51	MusuhTankMerah2	Direction = 0	MusuhTankMerah2	Simulate 8Direction pressing Down
			Add action	
52	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Right
	MusuhTankMerah2	Direction = 1	Add action	
53	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Up
	MusuhTankMerah2	Direction = 2	Add action	
54	System	Else	MusuhTankMerah2	Simulate 8Direction pressing Left
	MusuhTankMerah2	Direction = 3	Add action	
55	MusuhTankMerah	On Timer "Direction"	MusuhTankMerah	Set Direction to <i>floor(random(4))</i>
			Add action	
56	System	For each MusuhTankMerah	Add action	
57	MusuhTankMerah	Direction = 0	MusuhTankMerah	Simulate 8Direction pressing Down
			Add action	
58	System	Else	MusuhTankMerah	Simulate 8Direction pressing Right
	MusuhTankMerah	Direction = 1	Add action	
59	System	Else	MusuhTankMerah	Simulate 8Direction pressing Up
	MusuhTankMerah	Direction = 2	Add action	
60	System	Else	MusuhTankMerah	Simulate 8Direction pressing Left
	MusuhTankMerah	Direction = 3	Add action	
61	MusuhTankMerah3	On Timer "Direction"	MusuhTankMerah3	Set Direction to <i>floor(random(4))</i>
			Add action	
62	System	For each MusuhTankMerah3	Add action	
63	MusuhTankMerah3	Direction = 0	MusuhTankMerah3	Simulate 8Direction pressing Down
			Add action	
64	System	Else	MusuhTankMerah3	Simulate 8Direction pressing Right
	MusuhTankMerah3	Direction = 1	Add action	
65	System	Else	MusuhTankMerah3	Simulate 8Direction pressing Up
	MusuhTankMerah3	Direction = 2	Add action	
66	System	Else	MusuhTankMerah3	Simulate 8Direction pressing Left
	MusuhTankMerah3	Direction = 3	Add action	
67	MusuhBiru	On Timer "Spawn"	MusuhBiru	Spawn MusuhTankBiru2 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
	System	Enemy3 ≥ EnemyCounter	Add action	
68	MusuhBiru2	On Timer "Spawn"	MusuhBiru2	Spawn MusuhTankBiru on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
	System	Enemy3 ≥ EnemyCounter	Add action	
69	MusuhBiru3	On Timer "Spawn"	MusuhBiru3	Spawn MusuhTankBiru3 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
	System	Enemy3 ≥ EnemyCounter	Add action	

70	MusuhMerah	On Timer "Spawn"	MusuhMerah	Spawn MusuhTankMerah2 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
71	MusuhMerah2	On Timer "Spawn"	MusuhMerah2	Spawn MusuhTankMerah on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
72	MusuhMerah3	On Timer "Spawn"	MusuhMerah3	Spawn MusuhTankMerah3 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
73	MusuhKuning	On Timer "Spawn"	MusuhKuning	Spawn MusuhTankKuning on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
74	MusuhKuning2	On Timer "Spawn"	MusuhKuning2	Spawn MusuhTankKuning2 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
75	MusuhKuning3	On Timer "Spawn"	MusuhKuning3	Spawn MusuhTankKuning3 on layer 0 (image point 0)
	System	Active = 2	System	Add 1 to EnemyCounter
76	System	Every 3 seconds	MusuhTankBiru2	Start Timer "Direction" for 1 (Regular)
			MusuhTankKuning	Start Timer "Direction" for 1 (Regular)
			MusuhTankMerah2	Start Timer "Direction" for 1 (Regular)
			MusuhTankBiru	Start Timer "Direction" for 1 (Regular)
			MusuhTankKuning2	Start Timer "Direction" for 1 (Regular)
			MusuhTankMerah	Start Timer "Direction" for 1 (Regular)
			MusuhTankBiru3	Start Timer "Direction" for 1 (Regular)
			MusuhTankKuning3	Start Timer "Direction" for 1 (Regular)
			MusuhTankMerah3	Start Timer "Direction" for 1 (Regular)
				Add action
77	System	Every 1.0 seconds	MusuhTankBiru2	Spawn Peluru2 on layer 0 (image point 1)
	System	Active = 2	MusuhTankKuning	Spawn Peluru2 on layer 0 (image point 1)
			MusuhTankMerah2	Spawn Peluru2 on layer 0 (image point 1)
			MusuhTankBiru	Spawn Peluru3 on layer 0 (image point 1)
			MusuhTankBiru	Spawn Peluru3 on layer 0 (image point 2)
			MusuhTankKuning2	Spawn Peluru3 on layer 0 (image point 1)
			MusuhTankKuning2	Spawn Peluru3 on layer 0 (image point 2)
			MusuhTankMerah	Spawn Peluru3 on layer 0 (image point 1)
			MusuhTankMerah	Spawn Peluru3 on layer 0 (image point 2)
			Audio	Play Shoot not looping at volume 100 dB (tag "enemy")
78	System	Every 0.5 seconds	MusuhTankBiru3	Spawn peluru4 on layer 0 (image point 1)
	System	Active = 2	MusuhTankKuning3	Spawn peluru4 on layer 0 (image point 1)
			MusuhTankMerah3	Spawn peluru4 on layer 0 (image point 1)
			Audio	Play Shoot not looping at volume 100 dB (tag "enemy")
			Add action	


79	System	Every tick	Text2	Set text to "Score : " & Score
			Text4	Set text to "Life : " & Life
			Text5	Set text to "Enemy : " & Enemy3
			Text23	Set text to "Z : " & Z
			Add action	
80	Peluru	On collision with Peluru2	Peluru	Destroy
			Peluru2	Destroy
			Add action	
81	Peluru	On collision with Peluru3	Peluru	Destroy
			Peluru3	Destroy
			Add action	
82	Peluru	On collision with peluru4	Peluru	Destroy
			peluru4	Destroy
			Add action	
83	Peluru	On collision with MusuhTankBiru2	MusuhTankBiru2	Subtract 1 from MusuhBiru
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
84	MusuhTankBiru2	MusuhBiru ≤ 0	MusuhTankBiru2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
85	MusuhTankBiru2	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 25 to Score
			Add action	
86	System	Bom = 0	System	Subtract 1 from Z
			Add action	

87	➔ Peluru	On collision with MusuhTankBiru	MusuhTankBiru	Subtract 1 from MusuhBiru2
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
88	MusuhTankBiru	MusuhBiru2 ≤ 0	MusuhTankBiru	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
89	➔ MusuhTankBiru	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 100 to Score
			Add action	
90	System	Bom = 0	System	Subtract 1 from Z
			Add action	
91	➔ Peluru	On collision with MusuhTankBiru3	MusuhTankBiru3	Subtract 1 from MusuhBiru3
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
92	MusuhTankBiru3	MusuhBiru3 ≤ 0	MusuhTankBiru3	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
93	➔ MusuhTankBiru3	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 200 to Score
			Add action	
94	System	Bom = 0	System	Subtract 1 from Z
			Add action	

95	➔ Peluru	On collision with MusuhTankMerah2	MusuhTankMerah2	Subtract 1 from MusuhMerah
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
96	MusuhTankMerah2	MusuhMerah \leq 0	MusuhTankMerah2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
97	➔ MusuhTankMerah2	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 50 to Score
			Add action	
98	System	Bom = 0	System	Subtract 1 from Z
			Add action	
99	➔ Peluru	On collision with MusuhTankMerah	MusuhTankMerah	Subtract 1 from MusuhMerah2
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
100	MusuhTankMerah	MusuhMerah2 \leq 0	MusuhTankMerah	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
101	➔ MusuhTankMerah	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 200 to Score
			Add action	
102	System	Bom = 0	System	Subtract 1 from Z
			Add action	

103	Peluru On collision with MusuhTankMerah3	MusuhTankMerah3 Peluru Audio	Subtract 1 from MusuhMerah3 Destroy Play Hit not looping at volume 0 dB (tag "music")
Add action			
104	MusuhTankMerah3 MusuhMerah3 ≤ 0	MusuhTankMerah3 Audio	Destroy Play Explosion not looping at volume 50 dB (tag "music")
Add action			
105	MusuhTankMerah3 On destroyed	System System System	Subtract 1 from Enemy3 Subtract 1 from EnemyCounter Add 350 to Score
Add action			
106	System Bom = 0	System	Subtract 1 from Z
Add action			
107	Peluru On collision with MusuhTankKuning	MusuhTankKuning Peluru Audio	Subtract 1 from MusuhKuning Destroy Play Hit not looping at volume 0 dB (tag "music")
Add action			
108	MusuhTankKuning MusuhKuning ≤ 0	MusuhTankKuning Audio	Destroy Play Explosion not looping at volume 50 dB (tag "music")
Add action			
109	MusuhTankKuning On destroyed	System System System	Subtract 1 from Enemy3 Subtract 1 from EnemyCounter Add 100 to Score
Add action			
110	System Bom = 0	System	Subtract 1 from Z
Add action			

111	➔ Peluru	On collision with MusuhTankKuning2	MusuhTankKuning2	Subtract 1 from MusuhKuning2
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
112	MusuhTankKuning2	MusuhKuning2 ≤ 0	MusuhTankKuning2	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
113	➔ MusuhTankKuning2	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 300 to Score
			Add action	
114	System	Bom = 0	System	Subtract 1 from Z
			Add action	
115	➔ Peluru	On collision with MusuhTankKuning3	MusuhTankKuning3	Subtract 1 from MusuhKuning3
			Peluru	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
116	MusuhTankKuning3	MusuhKuning3 ≤ 0	MusuhTankKuning3	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
			Add action	
117	➔ MusuhTankKuning3	On destroyed	System	Subtract 1 from Enemy3
			System	Subtract 1 from EnemyCounter
			System	Add 500 to Score
			Add action	
118	System	Bom = 0	System	Subtract 1 from Z
			Add action	
119	➔ Peluru2	On collision with Player	System	Subtract 1 from Life
			Peluru2	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
120	➔ Peluru3	On collision with Player	System	Subtract 1 from Life
			Peluru3	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
121	➔ peluru4	On collision with Player	System	Subtract 1 from Life
			peluru4	Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
			Add action	
122	System	Life ≤ 0	System	Set Active to 0
			System	Go to Layout 4
			Audio	Play Explosion not looping at volume 50 dB (tag "effect")
			Audio	Stop "enemy"
			Add action	

123	System	Enemy3 ≤ 0	Sprite2	Destroy
			Text5	Destroy
			Text23	Destroy
			MusuhBiru	Destroy
			MusuhKuning	Destroy
			MusuhMerah	Destroy
			MusuhBiru2	Destroy
			MusuhKuning2	Destroy
			MusuhMerah2	Destroy
			MusuhBiru3	Destroy
			MusuhKuning3	Destroy
			MusuhMerah3	Destroy
			Audio	Stop "enemy"
			Add action	
124	Player	On collision with ★ Bintang	System	Set Active to 0
			System	Go to Layout 10
			MusuhTankBiru2	Destroy
			MusuhTankKuning	Destroy
			MusuhTankMerah2	Destroy
			MusuhTankBiru	Destroy
			MusuhTankMerah	Destroy
			MusuhTankKuning2	Destroy
			MusuhTankBiru3	Destroy
			MusuhTankMerah3	Destroy
			MusuhTankKuning3	Destroy
			Audio	Stop "music"
			Add action	
125	System	Every 30 seconds	System	Create object  Hati on layer 0 at (random(200,1000), 150)
			Add action	

133	 Peluru2	On collision with  MusuhTankBiru	 Peluru2	Destroy
			Add action	
134	 Peluru2	On collision with  MusuhTankMerah	 Peluru2	Destroy
			Add action	
135	 Peluru2	On collision with  MusuhTankKuning2	 Peluru2	Destroy
			Add action	
136	 Peluru2	On collision with  MusuhTankKuning3	 Peluru2	Destroy
			Add action	
137	 Peluru2	On collision with  MusuhTankMerah3	 Peluru2	Destroy
			Add action	
138	 Peluru2	On collision with  MusuhTankBiru3	 Peluru2	Destroy
			Add action	
139	 Peluru3	On collision with  MusuhTankBiru2	 Peluru3	Destroy
			Add action	
140	 Peluru3	On collision with  MusuhTankMerah2	 Peluru3	Destroy
			Add action	
141	 Peluru3	On collision with  MusuhTankKuning	 Peluru3	Destroy
			Add action	
142	 Peluru3	On collision with  MusuhTankBiru3	 Peluru3	Destroy
			Add action	
143	 Peluru3	On collision with  MusuhTankMerah3	 Peluru3	Destroy
			Add action	
144	 Peluru3	On collision with  MusuhTankKuning3	 Peluru3	Destroy
			Add action	

145	peluru4	On collision with MusuhTankBiru	peluru4	Destroy
146	peluru4	On collision with MusuhTankMerah	peluru4	Destroy
147	peluru4	On collision with MusuhTankKuning	peluru4	Destroy
148	peluru4	On collision with MusuhTankBiru2	peluru4	Destroy
149	peluru4	On collision with MusuhTankKuning2	peluru4	Destroy
150	peluru4	On collision with MusuhTankMerah2	peluru4	Destroy
151	Peluru	On collision with Sprite9	Sprite9 Peluru	Subtract 1 from BatuBata2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
152	Peluru2	On collision with Sprite9	Sprite9 Peluru2	Subtract 1 from BatuBata2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
153	Peluru3	On collision with Sprite9	Sprite9 Peluru3	Subtract 1 from BatuBata2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
154	peluru4	On collision with Sprite9	Sprite9 peluru4	Subtract 2 from BatuBata2 Destroy
			Audio	Play Hit not looping at volume 0 dB (tag "music")
155	Sprite9	BatuBata2 ≤ 0	Sprite9	Destroy
			Audio	Play Explosion not looping at volume 50 dB (tag "music")
156	System	Z ≤ 0	System	Set Active to 1
	System	Active = 2	System	Set layer 1 Visible
			System	Set Player time scale to 0
			System	Set MusuhTankBiru2 time scale to 0
			System	Set MusuhTankKuning time scale to 0
			System	Set MusuhTankMerah2 time scale to 0
			System	Set MusuhTankBiru time scale to 0
			System	Set MusuhTankKuning2 time scale to 0
			System	Set MusuhTankMerah time scale to 0
			System	Set MusuhTankBiru3 time scale to 0
			System	Set MusuhTankKuning3 time scale to 0
			System	Set MusuhTankMerah3 time scale to 0
			System	Set Peluru time scale to 0
			System	Set Peluru2 time scale to 0
			System	Set Peluru3 time scale to 0
			System	Set peluru4 time scale to 0
			Text13	Start Timer "Time" for 1.0 (Regular)
			Text13	Set text to "Timer : " & Timer
			System	Set Timer to 40

157	Text13	On Timer "Time"	System	Subtract 1 from Timer
			Text13	Set text to "Timer : " & Timer
			Add action	
158	Function	On "SetupUrutanSoal"	UrutanSoal	Set size to (TotalQuiz, 1, 1)
			Add action	
159	System	Repeat TotalQuiz times	UrutanSoal	Set value at loopindex to loopindex
			Add action	
160	Function	On "getRandomSoal"	System	Set random_angka to $int(random(0, UrutanSoal.Width))$
			System	Set nomor_soal to $UrutanSoal.At(random_angka)$
			Text25	Set text to $trim(tokenat(Array.At(nomor_soal, 0, ";"))$
			Text26	Set text to $trim(tokenat(Array.At(nomor_soal, 1, ";"))$
			Text27	Set text to $trim(tokenat(Array.At(nomor_soal, 2, ";"))$
			Text28	Set text to $trim(tokenat(Array.At(nomor_soal, 3, ";"))$
			Text29	Set text to $trim(tokenat(Array.At(nomor_soal, 4, ";"))$
			System	Set kunci_jawaban to $trim(tokenat(Array.At(nomor_soal, 5, ";"))$
			Sprite11	Set animation frame to nomor_soal
			Add action	
161	System	On start of layout	Function	Call "SetupUrutanSoal" ()
			Function	Call "getRandomSoal" ()
			Add action	

162	Function	On "CekJawaban"	System	Set Active to 2
			System	Set layer 1 Invisible
			System	Set Player time scale to 1
			System	Set MusuhTankBiru2 time scale to 1
			System	Set MusuhTankKuning time scale to 1
			System	Set MusuhTankMerah2 time scale to 1
			System	Set MusuhTankBiru time scale to 1
			System	Set MusuhTankKuning2 time scale to 1
			System	Set MusuhTankMerah time scale to 1
			System	Set MusuhTankBiru3 time scale to 1
			System	Set MusuhTankKuning3 time scale to 1
			System	Set MusuhTankMerah3 time scale to 1
			System	Set Peluru time scale to 1
			System	Set Peluru2 time scale to 1
			System	Set Peluru3 time scale to 1
			System	Set peluru4 time scale to 1
			Text13	Stop Timer "Time"
			System	Set Timer to 40
			Add action	
163	System	kunci_jawaban = Function. Param(0)	System	Set soal_terjawab to 1
			Function	Call "getRandomSoal" ()
			Function	Call "getReward" ($round(random(1,4))$)
			System	Set Z to 10
			Audio	Play Benar not looping at volume 100 dB (tag "music")
			Add action	
164	System	Else	Function	Call "getPunishment" ($round(random(1,2))$)
			Function	Call "getRandomSoal" ()
			System	Set Z to 10
			Audio	Play Salah not looping at volume 100 dB (tag "music")
			Add action	

165	System	Timer = 0	System	Set Player time scale to 1
	System	Active = 1	System	Set MusuhTankBiru2 time scale to 1
			System	Set MusuhTankKuning time scale to 1
			System	Set MusuhTankMerah2 time scale to 1
			System	Set MusuhTankBiru time scale to 1
			System	Set MusuhTankKuning2 time scale to 1
			System	Set MusuhTankMerah time scale to 1
			System	Set MusuhTankBiru3 time scale to 1
			System	Set MusuhTankKuning3 time scale to 1
			System	Set MusuhTankMerah3 time scale to 1
			System	Set Peluru time scale to 1
			System	Set Peluru2 time scale to 1
			System	Set Peluru3 time scale to 1
			System	Set peluru4 time scale to 1
			Function	Call "getPunishment" (<i>round(random(1,2))</i>)
		System	Set Active to 2	
		System	Set layer 1 <i>Invisible</i>	
		System	Set Timer to 40	
	Text13	Stop Timer "Time"		
	Function	Call "getRandomSoal" ()		
	System	Set Z to 10		
	Audio	Play Salah not looping at volume 100 dB (tag "music")		
		Add action		
166	Mouse	On Left button Clicked on Text26	Function	Call "CekJawaban" (<i>Text26.Text</i>)
	System	Active = 1	Add action	
167	Mouse	On Left button Clicked on Text27	Function	Call "CekJawaban" (<i>Text27.Text</i>)
	System	Active = 1	Add action	
168	Mouse	On Left button Clicked on Text28	Function	Call "CekJawaban" (<i>Text28.Text</i>)
	System	Active = 1	Add action	
169	Mouse	On Left button Clicked on Text29	Function	Call "CekJawaban" (<i>Text29.Text</i>)
	System	Active = 1	Add action	

170	Function	On "getReward"	Add action
171	Function	Parameter 0 = 1	System Add 5000 to Score
172	Function	Parameter 0 = 2	System Add 3 to Life
173	Function	Parameter 0 = 3	System Subtract 10 from Enemy3
174	Function	Parameter 0 = 4	<ul style="list-style-type: none"> MusuhTankBiru2 Destroy MusuhTankKuning Destroy MusuhTankMerah2 Destroy MusuhTankBiru Destroy MusuhTankKuning2 Destroy MusuhTankMerah Destroy MusuhTankBiru3 Destroy MusuhTankMerah3 Destroy MusuhTankKuning3 Destroy Peluru2 Destroy Peluru3 Destroy peluru4 Destroy
175	Function	On "getPunishment"	Add action
176	Function	Parameter 0 = 1	System Add 10 to Enemy3
177	Function	Parameter 0 = 2	System Subtract 1 from Life

Add event

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