

TABLE OF CONTENT

APPROVAL PAGE.....	iii
STATEMENT.....	iv
MOTTO AND DEDICATION PAGE	v
FOREWORD.....	vi
TABLE OF CONTENT	viii
LIST OF FIGURES.....	x
LIST OF TABLES	xii
ABSTRACT	xiii
CHAPTER I INTRODUCTION	1
1.1. Background	1
1.2. Research Problem	2
1.3. Research Constraints	2
1.4. Research Objective	3
1.5. Research Benefits	3
1.6. Research Method	4
1.7. Organization of The Thesis	4
CHAPTER II LITERATURE REVIEW	6
CHAPTER III THEORETICAL BASIS.....	10
3.1. Visual Novel.....	10
3.1.1. Kinetic Novel	10
3.1.2. Scripting	10
3.1.3. Game Flow	11
3.1.4. Graphics	11
3.1.5. Audio.....	12
3.2. Authoring Tool	12
3.2.1. Ren'Py Visual Novel Engine	12
3.2.2. Android Package.....	13
3.3. BSE (Buku Sekolah Elektronik).....	16

CHAPTER IV ANALYSIS AND DESIGN	17
4.1. Requirement Analysis	17
4.2. Model Design	17
4.2.1. Scripting	17
4.2.2. Graphics	18
4.2.3. Audio	19
4.2.4. Content	19
4.2.5. Game Flow	22
4.2.6. User Interface Design	23
4.3. Testing Design	29
4.4. Build Distributions	31
CHAPTER V IMPLEMENTATION	33
5.1. System Implementation	33
5.2. System Specification	33
5.2.1. User Interface Design	34
5.2.2. Script Design	44
5.3. Implementation of Content	44
CHAPTER VI TESTING RESULT AND DISCUSSION	47
6.1. General Overview	47
6.2. User Testing	47
6.3. The Final User Interface Design	47
6.4. The Final Game Flow Design	54
6.5. The Development of the Game Size	55
CHAPTER VII CONCLUSION AND FUTURE WORK	56
7.1 Conclusion	56
7.2 Future Work	56
BIBLIOGRAPHY	58