DAFTAR PUSTAKA

Barton, M., & Bill, L. (2009, April 7). *The History of Elite: Space, The Endless Frontier*. Retrieved December 27, 2009, from www.gamasutra.com/view/feature/3983/the_history_of_elite_space_the_.php

Chen, X. (2004). *Developing Application Frameworks in .NET.* Apress.

Chris, K. (2007, November 23). *Reveal: Why Assassins Creed Fails*. Retrieved from www.blog.wired.com/games/2007/11/reveals-why-assa.html

Cover, J. G. *The Creation of Narrative in Tabletop Role-Playing Games.* 2010: McFarland & Company.

Coyier, C. (2009). *CSS Sprites: What They Are, Why They're Cool, and How to Use Them*. Retrieved from css-tricks.com: css-tricks.com/css-sprites

Graphics, C. U. (1998, April 15). *What is Computer Graphics*. Retrieved from www.graphics.cornell.edu: www.graphics.cornell.edu/online/tutorial

Harris, J. (2007, September 26). *Game Design Essentials: 20 Open World Games.* Retrieved July 25, 2008, from www.gamasutra.com/view/feature/1902/game_design_essentials_20_open_.php

IGN. (2008, March 04). *IGN: The Leif Ericson Awards*. Retrieved January 10, 2013, from retro.ign.com: retro.ign.com/articles/861/861550p2.html

Khan, M. E. (2011). Different Approaches to White Box Testing Technique for Finding Errors. *International Journal of Software Engineering and Its Applications* .

Lazaris, L. (2013). *CSS Sprites : Useful Technique, or Potential Nuisance ?* Smashing Magazine.

Lecky-Thompson, G. W. (2007). *Video game Design Revealed.* Charles River Media.

MacEachren, A. (2004). *GVIS Facilitating Visual Thinking.* New York: The Guilford Press.

Riehle, D. (2000). *Framework Design: A Role Modeling Approach.* Zurich.

Rollings, A., & Adams, E. (2003). *Andrew Rollings and Ernest Adams on Game Design.* New Riders Publishing.

Rollings, A., & Adams, E. (2006). *Fundamentals of Game Design.* Prentice Halls.

Ryckert, D. (2011, April). Embracing the Crazy. *Game Informer*, p. 216.

Sefton, J. (2007, July 11). *The Roots of Open-World Games.* Retrieved July 25, 2008, from www.gamesradar.com: www.gamesradar.com/f/the-roots-of-open-world-games/a-200807111086555044

Shea, D. (2004). *Articles: CSS Sprites: Image Slicing's Kiss of Death.* A List Apart.

Taylor, C., & Kriegman. (1994). *Minimization on the Lie Group SO(3) and Related Manifolds.* Yale University: Technical Report. No. 9405.