

DAFTAR PUSTAKA

- Android Developers, 2012, What is Android,
<http://developer.android.com/guide/basics/what-is-android.html> diakses pada tanggal 09 Agustus 2012.
- Blackman, Sue. 2011. *Beginning 3D Game Development with Unity*.Apress: New York.
- Ernest, Adams. 2010. *Fundamentals of Game Design* 2nd Edition.
- Goldstone, Will. 2011. *Unity 3.x Game Development Essentials*. Packt Publishing Ltd.
- Henderi, 2008, "UML: Konsep dan Penerapannya Menggunakan Visual Paradigm"
online diakses 29 Desember 2009.
- Jubilee Enterprise., (2010), *Facebook Goes To School*, Penerbit PT Elex Media Komputindo Kelompok Gramedia, Jakarta.
- Kannan, P. dan Krasniqi, N. (2008), *Mobile Phone and Infrastructure Vulnerabilities: Summary and Analysis of Disclosed Issues 2005-2006*, Thesis, University College of Borås School of Engineering
- Kimpraswil, Buku Muhammad, As'adi2009. *Definisi Game*
- Mulyadi. (2010). *Auditing*. Jakarta: Salemba Empat.
- Safaat. 2012. *Android Version*.
- Sharma. 2012. *Smartphone*
- Steven, Tedelis. 2013. *Game Theory an Introduction*. University of Pennsylvania
- Unity, 2015, *unity docs* <http://docs.unity3d.com/Manual/index.html> Diakses pada Desember 2015.
- Unity, 2015, *unity game engine* <http://www.unity3d.com/>. Diakses pada Desember 2015.