DAFTAR PUSTAKA

A. Jungherr and D. B. Schlarb (2022), "The Extended Reach of Game Engine Companies: How Companies Like Epic Games and Unity Technologies Provide Platforms for Extended Reality Applications and the Metaverse,", doi: 10.1177/20563051221107641.

A. Kaur and R. Nayyar (2020), "A Comparative Study of Static Code Analysis tools for Vulnerability Detection in C/C++ and JAVA Source Code," doi: 10.1016/j.procs.2020.04.217.

A. V. Magistrant (2022), "BASIC THEORETICAL PRINCIPLES OF CORPUS LINGUISTICS," doi: 10.17605/OSF.IO/36RWP.

F. Hussain, A. Hussain, H. Shakeel, N. Uddin, and T. L. Ghouri (2020), "Unity Game Development Engine: A Technical Survey," Available: http://sujo.usindh.edu.pk/index.php/USJICT/

H. Ali and J. Al Lawati (2020), "The Path of UNITY or the Path of UNREAL? A Comparative Study on Suitability for Game Development," doi: https://doi.org/10.47611/jsr.vi.976.

I. Wayan, A. Putra Yasa, N. Putu, and D. Yasa (2024), "TAJOG RUN GAME VISUAL ASSET DESIGN," Journal of Aesthetics, Design, and Art Management, vol. 4, doi: 10.58982/jadam.v4i1.663.

I. Yakut (2022), "The Basics of Corpus Linguistics: An Introduction for Beginners,". [Online]. Available: https://www.cizgikitabevi.com/kitap/1564-yabanci-dil-ogretimine-genel-bir-bakis-vi

J. Halpern (2018), "Developing 2D Games with Unity: Independent Game Programming with C#."

J. W. P. Johansson (2023), "A quantitative comparison between C, C++ and Rust Loading data in the context of a game engine,".

K. Sloan (2020), "Python, PyGame, and Raspberry Pi Game Development"

M. Danial Masood (2020), "Comparison of Programming Languages in Game Development," pp. 19–1210, doi: 10.13140/RG.2.2.33042.89287.

M. Ranaweera and Q. H. Mahmoud (2024), "Deep Reinforcement Learning with Godot Game Engine," Electronics (Switzerland), doi: 10.3390/electronics13050985.

M. S. Khoirom, M. Sonia, B. Laikhuram, J. Laishram, and D. Singh (2020), "Comparative Analysis of Python and Java for Beginners,".

M. S. Naveed (2021), "Comparison of C++ and Java in Implementing Introductory Programming Algorithms," doi: 10.52584/qrj.1901.14.

M. Toftedahl and H. Engström (2019), "A Taxonomy of Game Engines and the Tools that Drive the Industry,".

N. Amalin et al. (2023), "Tales of C++ Worlds: C++ Programming Language Game-Based Learning," vol. 5, no. 1, pp. 223–231, doi: 10.30880/mari.2024.05.01.031.

P. M. Andert (2024), "A 3D visualization of a neural network's training process for educational purposes in the Godot Engine".

Sahir, S. H. (2021). "*Metodologi penelitian"*.

S. Bhuyan, S. Zhao, Z. Ying, M. T. Kandemir, and C. R. Das (2022), "End-to-end Characterization of Game Streaming Applications on Mobile Platforms," doi: 10.1145/3508030.

T. Brogan, J. Springer, T. Ringenberg, D. Whittinghill, and C. Laux (2024), "EVALUATING THE EFFICIENCY OF GENERAL PURPOSE AND SPECIALIZED GAME ENGINES FOR 2D GAMES THE PURDUE UNIVERSITY GRADUATE SCHOOL STATEMENT OF COMMITTEE APPROVAL,".

T. K. Mohd, F. Bravo-Garcia, L. Love, M. Gujadhur, and J. Nyadu (2023), "Analyzing Strengths and Weaknesses of Modern Game Engines," doi: 10.7763/IJCTE.2023.V15.1330.

T. Salmela (2022), "Game Development Using the Open-Source Godot Game Engine,"

Yegoshyna G.A, Voronoy S.M, and Ovdieichuk A.A (2020), "LEARNING SYSTEM DESIGN FOR GAME APPLICATIONS," doi: https://doi.org/10.33243/2518-7139-2020-1-2-82-91.