

DAFTAR PUSTAKA

- Abdurahman, H., & Riswaya, A. R. (2014). Aplikasi Pinjaman Pembayaran Aplikasi Pinjaman Pembayaran Secara Kredit Pada Bank Yudha Bhakti STMIK Mardira Indonesia, Bandung. *Jurnal Computech & Bisnis*, 8(2), 61–69.
- Admin. (2021). *Pengertian Game, Jenis-Jenis dan Manfaat Game*. <https://lambeturah.id/pengertian-game/>
- Alan Dennis, Barbara Haley Wixom, R. M. R. (2012). SYSTEM ANALYSIS AND DESIGN Fifth Edition. In □□□□ □□□□□□ □□□□□ □□□□□□ □□□□ □□□□ □□□□ □□□□ (5th ed., Vol. 59). Willey.
- Blake, S. (2022). *Genshin Impact Revenue and Usage Statistics (2022)*. MOBILE MARKETING READS. <https://mobilemarketingreads.com/genshin-impact-revenue-and-usage-statistics-2020/>
- Firly, N. (2018). Create Your Own Android Application. *Create Your Own Android Application*, 59, 1–8.
- Hasibuan. (2013). *Manajemen Sumber Daya Manusia. Cetakan Ketujuh Belas*. PT. Bumi Aksara.
- Intern, D. (2020). *Apa itu Database? Contoh Produk dan Fungsinya*. <https://www.dicoding.com/blog/apa-itu-database/>
- Intern, D. (2021). *Apa itu UML? Beserta Pengertian dan Contohnya*. <https://www.dicoding.com/blog/apa-itu-uml/>
- Ladjamudin, A.-B. bin. (2013). *Analisis dan Desain Sistem Informasi*. Graha Ilmu.
- Lotecki, A. (2012). Cosplay Culture: The Development of Interactive and Living Art through Play. *Ryerson University*, 1, 41, 45. http://digital.library.ryerson.ca/islandora/object/RULA:1176/datastream/OBJ/download/Cosplay_Culture__The_Development_of_Interactive_and_Living_Art_through_Play.pdf
- Rahman, O., Liu, W. S., & Cheung, B. H. M. (2012). “Cosplay”: Imaginative self and performing identity. *Fashion Theory - Journal of Dress Body and Culture*, 16(3), 317–341. <https://doi.org/10.2752/175174112X13340749707204>
- Rosa, S. (2014). *Perangkat Lunak Berorientasi Objek*.
- Setiawan, R. (2021). *Black Box Testing Untuk Menguji Perangkat Lunak*.

<https://www.dicoding.com/blog/black-box-testing/>

Shalahuddin, R. A. S. & M. (2013). *Rekayasa Perangkat Lunak Terstruktur dan Berorientasi Objek*. Informatika.

Sutarman. (2012). *Pengantar Teknologi Informasi*. PT. Bumi Aksara.

Yasin, F. (2012). *Rekayasa Perangkat Lunak Berorientasi Objek*. Mitra Wacana Media.