

DAFTAR PUSTAKA

Adams, Ernest. 2013. *Fundamentals of Game Design*. San Francisco: New Riders PTG.

Android. Activities, URL:
<https://developer.android.com/guide/components/activities.html> (diakses 12 Desember 2016)

Android. Meet Android Studio, URL:
<https://developer.android.com/studio/intro/index.html>
(diakses 20 November 2016)

Android. Parsing XML Data, URL:
<https://developer.android.com/training/basics/network-ops/xml.html>
(diakses 12 Desember 2016)

Android. Sensor Type, URL:
https://developer.android.com/guide/topics/sensors/sensors_type.html
(diakses 24 Oktober 2016)

Android. Sensors Motion, URL:
https://developer.android.com/guide/topics/sensors/sensors_motion.html
(diakses 25 Oktober 2016)

Android. Sensors Position, URL:
https://developer.android.com/guide/topics/sensors/sensors_position.html
(diakses 25 Oktober 2016)

Envato. Learn Java for Android Development: Introduction to Java, URL:
<https://code.tutsplus.com/tutorials/learn-java-for-android-development-introduction-to-java--mobile-2604> (diakses 17 November 2016)

Timoriansyah, Y. T. (2011). *Perancangan Peta Wisata Pada Objek Wisata Taman Impian Jaya Ancol Berbasis Android Menggunakan Java, Xml Dan Sqlite*. Jakarta: Universitas Gunadarma.

Verizon Wireless. Android Operating System OS Faqs, URL:
<https://www.verizonwireless.com/support/android-os-faqs/> (diakses 28 Oktober 2016)

Zapata, Bellen C. 2015. *Android Studio Essentials*. Birmingham: Packt Publishing Ltd.