

***Judul:***

Penerapan metode Software Product Line Engineering (SPLE) dalam pembuatan game object = Applying Software Product Line Engineering (SPLE) for game objects creation

***Pengarang/Penulis:***

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***Subjek:***

Software Product Line Engineering; Game development

***Nomor Panggil:***

S-pdf

***Penerbitan:***

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