

ABSTRAK

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Judul Tugas Akhir : Game Pengenalan Hewan Berbahaya Dengan RPG Maker MV.

Abstrak — Dengan adanya kecerdasan buatan dan penggunaan grafis telah melahirkan beberapa *game* dan perluasan hardware komputer yang mendukung dalam suatu *game*, sehingga ruang lingkup dari suatu *game* tidak sama seperti permainan video *game* yang telah dahulu berkembang, Namun saat ini, banyak *game* yang kurang memiliki unsur edukasi didalamnya maka dari itu penulis ingin membuat sebuah *game* bertema edukasi tentang pengenalan hewan berbahaya di harapkan dengan adanya *game* ini pemain mendapat pengetahuan tentang hewan berbahaya yang bias mengancam keselamatan *game* dirancang menggunakan metode MDLC (Multimedia Development Life Cycle). Di dalam *game* pemain di arahkan untuk mengelilingi kota dan memasuki ruang-ruang untuk melihat hewan-hewan berbahaya serta deskripsi tentang hewan tersebut saat sudah melihat semua hewan-hewan yang ada pemain akan di berikan kuis seputar hewan-hewan yang sudah dilihat oleh pemain. *Game* ini dibuat beberapa stage yang diimplementasikan dengan *game engine* RPG Maker MV. *Game* ini menggunakan algoritma pathfinding serta telah diuji menggunakan black box dan berjalan sesuai harapan, sehingga diharapkan dapat digunakan oleh pemain agar dapat memahami hewan-hewan yang berbahaya.

Kata Kunci :

Game, Game Edukasi, RPG Maker MV, Hewan Berbahaya

ABSTRACT

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Title : Game For The Introduction Of Dangerous Animals
With RPG Maker MV

Abstract - With the existence of artificial intelligence and graphical use, several games and expansion of computer hardware have been supported in a game, so that the scope of a game is not the same as the game video game that has developed, but nowadays, many games lack the elements education in it, therefore the author wants to make a game with the theme of education about the introduction of dangerous animals. With this game players are expected to get knowledge about dangerous animals that can threaten the safety of games designed using the MDLC (Multimedia Development Life Cycle). In the game players are directed to surround the city and enter spaces to see dangerous animals and descriptions of these animals when they have seen all the animals that there are players will be given questions about the animals that have been seen by the players. This game was made several stages that were implemented with the RPG Maker MV game engine. This game uses a pathfinding algorithm and has been tested using a black box and runs as expected, so that it is expected to be used by players in order to understand dangerous animals.

Keywords:

Game, Educational Game, RPG Maker MV, Dangerous Animals