

ABSTRACT

PEMBUATAN *GAME* THE LEGEND OF TIMUN MAS DENGAN MENGUNAKAN UNITY

By:

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The goal of this final project is to design and create a folklore-themed game that can be played on smartphones. This is driven by the lack of knowledge of Indonesian folklore among today's children. By using games as a medium to preserve Indonesian folklore, which is starting to be forgotten, the author aims to make folklore more engaging and exciting.

The development method for this folklore-themed game was developed using Luther Sutopo's Multimedia Development Life Cycle (MDLC) system development method, which consists of six stages: concept, design, material collection, creation, testing, and distribution. The result of this MDLC method is a platform game titled "The Legend of Timun Mas" (The Legend of Timun Mas) themed on the Timun Mas folktale, which can be played on smartphones. The author used Unity as the primary software, using the C# programming language in Visual Studio for scripting.

By creating this game, the author hopes to preserve Indonesian folklore, which is starting to be abandoned by today's children.

Keywords: Folklore, C# Programming, educational game development