

ABSTRAK

PERANCANGAN GAME SURVIVAL HORROR “KEPUNAN” MENGUNAKAN UNITY GAME ENGINE

(M Jevon Lee 2024 : 62)

Game adalah kegiatan terstruktur yang dilakukan saat waktu luang, baik bersama orang lain maupun sendirian, dengan tujuan utama untuk menghibur dan menantang pengguna. Genre game horror menarik perhatian karena dapat membangkitkan rasa takut serta mengekspresikan nuansa seram. Belum ada game yang memanfaatkan latar bersejarah di Kota Palembang, khususnya Goa Jepang, yang memiliki lorong-lorong gelap dan misteri mendalam. Penelitian ini bertujuan merancang game horror bertema Goa Jepang dengan memanfaatkan elemen historis dan suasana mencekam sebagai latar game. Metode yang digunakan meliputi penyusunan Game Design Document (GDD) yang mencakup Game Overview, User Interface Design, Level Design, World Design, Content Design, dan System Design, serta penerapan style pixel art untuk menciptakan nuansa nostalgia. Selain itu, metode finite state machine (FSM) diterapkan untuk membuat gameplay lebih dinamis dan responsif. Pengembangan game juga mengikuti metode Game Development Life Cycle (GDLC), yang mencakup fase perencanaan, desain, pengembangan, pengujian, dan peluncuran untuk memastikan kualitas dan validitas game. Hasil dari Tugas Akhir ini adalah pengembangan game berjudul "Kepunan,"

Kata kunci : Game Horror, Goa Jepang, Game Design Document, Pixel Art, Finite State Machine, Game Development Life Cycle, Kepunanan

ABSTRACT

PERANCANGAN GAME SURVIVAL HORROR “KEPUNAN” MENGUNAKAN UNITY GAME ENGINE

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Gaming is a structured activity performed during leisure time, either alone or with others, with the primary aim of entertaining and challenging users. The horror game genre is particularly captivating as it evokes fear and expresses a chilling atmosphere. To date, there are no games set in historical locations in Palembang, specifically the Japanese Cave, which features dark corridors and profound mysteries. This research aims to design a horror game themed around the Japanese Cave, utilizing historical elements and a tense atmosphere as the game's setting. The methods employed include creating a Game Design Document (GDD) covering Game Overview, User Interface Design, Level Design, World Design, Content Design, and System Design, as well as implementing pixel art style to create a nostalgic feel. Additionally, the finite state machine (FSM) method is applied to enhance gameplay dynamics and responsiveness. The game development also follows the Game Development Life Cycle (GDLC) method, encompassing phases of planning, design, development, testing, and launch to ensure the quality and effectiveness of the game. The result of this project is the development of a game titled "Kepunan,"

Kata kunci : *Game Horror, Goa Jepang, Game Design Document, Pixel Art, Finite State Machine, Game Development Life Cycle, Kepunan*

