

## ABSTRACT

*"Astronaut Adventure Game" is a 2D platformer game with an adventure theme. A 2D platformer game involves gameplay where the player's character jumps across two-dimensional platforms to overcome various obstacles. As technology advances in today's era, the interest in 2D platformer games has declined. The purpose of this writing is to create the "Astronaut Adventure Game" in the platformer genre, aiming to provide entertainment and enhance public interest in platformer genre games. This game is suitable for children aged 6 and above. In the creation of this game, the author employed the System Development Life Cycle (SDLC) methodology, utilizing the waterfall approach for development stages. The sequence within this method starts with analysis, design, programming, implementation, and testing. The result of this writing is the creation of the "Astronaut Adventure Game," playable on computers or PCs. Based on the program's testing results, the game can be played with a minimum system requirement of Windows 7 operating system.*