

ABSTRACT

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DESIGNING A 2D PLATFORMER GAME APPLICATION AS A LEARNING MEDIA USING WINDOWS-BASED GODOT.

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(XIII + 82)

In 2D game development, the integration of simple yet engaging game elements can enhance the gaming experience as well as support learning objectives. This research aims to design and develop a learning media in the form of a 2D game that allows players to collect subject matter by defeating monsters through seven stages, including the final stage. The game is designed for the Windows platform and uses the Multimedia Development Life Cycle (MDLC) method, which includes needs analysis, design, development and evaluation. The main features of the game include saving game progress through interaction with the in-game TV/radio, as well as purchasing skills and consumables from an NPC named Guru. In addition, the game features an end boss battle that provides a summary of the materials that have been collected by the player. Testing showed that the game works well in terms of functionality, game progression, and economic management, although there are still some aspects that need to be improved in visual design and user experience to achieve more optimal quality.

Bibliography (2005 - 2024)