

## ABSTRACT

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### **Development of the 2D Platformer Game Adventure of Virgo Using the Unity Game Engine**

Thesis, Informatics, Faculty of Industrial Technology, Gunadarma University,  
2024

Keywords : Adventure of Virgo, game, Platformer, level, Unity game engine,  
Development

(xiv + 84 + Attachment)

In recent years, the gaming industry has experienced significant growth, especially in the 2D platformer genre. This genre is popular for its appealing simplicity and its ability to inspire developer creativity. This research aims to develop the 2D platformer game Adventure of Virgo in terms of level design, user interface (UI), and user experience (UX) using the Unity Game Engine. Apart from that, this game is also designed to provide education and train focus through the quiz feature provided. The research methodology using the SLDC waterfall model includes planning stages, needs analysis, system design, implementation and testing. Testing was carried out using device testing and application testing methods. The results of the research showed that the development of the Adventure of Virgo game was successful in the aspects of level design, UI and UX, and was able to provide education and increase players' focus through the quizzes given.

References (2018 – 2024)