ABSTRACT

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Educational Platformer Game App "Leon Knight " Using Construct2
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In today's technological developments, games are one of the game industries from technological developments that are in great demand by all circles of society, especially children. So a desktop-based "Leon Knight" game application was made. The purpose of this research is to create an educational platformer game that is expected to help children learn and also play with their Personal Computer (PC). This is because the "Leon Knight" game application has a pop-up quiz feature that contains general knowledge for children and is made using Construct2 software. The method used to make this game application is Multimedia Development Life Cycle (MDLC), consisting of concept, design, material collection, assembly, testing, and distribution and is made using Construct2 software. Based on the results of trials that have been carried out using the Black Box Method, the results of testing all functions in the "Leon Knight" game application have gone well. Game applications will then be distributed via online storage.

Bibliography (2016 - 2019)