

## ABSTRACT

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### MAKING OBBY RUN GAME USING ROBLOX STUDIO

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Keywords: GDLC, Obstacle, Luau, Game, Roblox Studio

(xiii + 84 + Appendix)

Games have become a medium of entertainment for all. One of the genres in games is Obstacle games, where players must control a character to get through various obstacles. In game development, the Roblox Studio application is a free option that can be used to create online games on the Roblox website. The obstacle game genre is a popular genre on the Roblox site (Kiepe, 2022), but the majority of obstacle games on the roblox site only require players to pass through all obstacles. The author is interested in creating an obstacle genre game with the name "Obby Run" which adds an element of challenge in the form of countdown time in passing all obstacles. The game consists of 20 varied obstacles. The development of this game was carried out using the GDLC (Game Development lifecycle) method. Through alpha testing, the author tested all features with two different devices using the Blackbox testing method. The results showed that all features can run on both devices. The author also conducted a beta test through a questionnaire containing questions about the features contained in the game. The author distributed questionnaires to five people with five different devices. Through the Likert scale calculation, the average calculation of respondents' answers was 85,6%. This figure falls into the range of strongly agree, which means that all features in the Obby Run game can run properly. The game has been released on the Roblox website at <https://www.roblox.com/games/13720460255/OBBY-RUN> and can be played with minimum desktop specifications, namely Windows 7/MacOS 10.10 OS, DirectX 10 graphics card, 1.6 Ghz processor (2005 and above), 1 GB RAM, and 20 Mb of storage space; smart phone devices require iOS 11/Android 5.0 or later. The gameplay of the game can be accessed through the URL [https://drive.google.com/file/d/1QGfG1T8Dha4MWBMZ\\_4erDRFC6-5jjPM8/view?usp=sharing](https://drive.google.com/file/d/1QGfG1T8Dha4MWBMZ_4erDRFC6-5jjPM8/view?usp=sharing)

Bibliography (2019-2023)