ABSTRACT

2D GAME DEVELOPMENT APPLICATIONS

KABAYAN SAVING OUR CULTURES

By

Wijaya Nurdiansah

10107450

One form of entertainment that is familiar and is much in demand in our life is a game. Game is an application that is not familiar to people from all walks of life. But the development of the game itself is still dominated by characters from the outside like the U.S. and Japan.

Kabayan is one of the characters proper to be appointed to the gaming media, because Kabayan is a character that has a variety of uniqueness. In addition, this is one of the forms to maintain the character of the Kabayan in order to stay alive and be accepted by the next generation of kids who already do not know the figures from the Indonesian people, especially the character of Si Kabayan itself. From this problem will be constructed a 2D game application with the title game Kabayan Saving Our Cultures are expected to be slightly raised characters or game characters drawn from folklore Indonesia, especially West Java province, namely Si Kabayan. This game is built using OOP (Object Oriented Programming), and Algorithm BFS (Breadth First Search) and DFS (Depth First Search).

The test results of this 2D game application shows that the game application can be used as a medium to introduce the characters Indonesia, especially West Java province, namely Si Kabayan. Based on the use of the title game and who built the storyline in this game.

Keywords : game, OOP (Object Oriented Programming), Algoritma BFS dan DFS, stroryline