ABSTRACT

GAME DEVELOPMENT V-MOE ATTACK

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These day computer games are becaming one of the entertainment that is thought after by public. Development of game from type of game is growing, because of its games are increasingly draws public. Every type game has each excellence and insuffiency. One element that plays an important role in the game is the artificial intelligence. With artificial intelligence, expected elements of the game can behave like a human being as natural as possible.

*Game V-Moe that will be built combines two different types of games are Scrooling Shooter and Tile-based Game. In this game has enemies that have artificial intelligence by implementing the A * algorithm expected to become more difficult to beat the enemy so that the game becomes more interesting gameplay. This game tells the story of a girl who has super powers that go fight the monster that has kidnapped her family members and those who are in a hostage rescue in the headquarters of the monsters. Artificial intelligence used in this game be built is searching techniques. Software development method used is a structured design.*

After going through the stages of development in accordance with the chosen method, then proceed to the implementation phase and testing methods blackbox testing, whitebox and beta testing. Based on the results of the testing that has been done, it can be concluded the application is running as expected.

*Keywords**:** Game, V-Moe, A * algorithm, AI, Scrooling Shooter, Tile-based Game.*