## *ABSTRACT*

## *IMPLEMENTATION OF ACCELEROMETER SENSOR ON "LUTUNG KASARUNG THE JUMPER" MOBILE GAME*



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*Nowadays, modern fantasy figures have flooded Indonesian people. One of the apparent impact of this is that classic folktale figures are outgrown by such modern figures. Therefore, the write would like to reanimate one of West Java folktale figures, known as "Lutung Kasarung," as the main character in a casual game.*

*Android is one of the most anticipated operating system. The application built for this research uses accelerometer sensor as the character controller and applies procedural content generation to spread contents needed in this game. The purpose of this is to make the application more attractive. The application can be played in a mobile device that uses android operating system version 2.2 (froyo) and/or up to the latest version.*

*The software engineering method used is object-oriented approach as the analysis and design model. Implementation is executed after selecting the appropriate approach. Subsequently, testing stages, including alpha and beta test, are executed. Alpha test uses 2 methods, namely whitebox and blackbox methods. The alpha test shows that the application is free from syntax error. The beta test shows that the application runs well as expected*.



**Keywords:** *Game, Accelerometer Sensor, Procedural Content Generation (PCG), Android, OOP (Object Oriented Programming).*