ABSTRACT

2D Game Design of Education for Children pre School

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One of the entertain types that also we known is Game. Game is a favorite activity of children or adult. Keeping environment is all our responsibility. For example, simplest way, throw the trash at that place. It is so important that effect of throw the trash at random can destroy an environment and cause some diseases. Because of it, the realizing of throw the trash at that place has to doctrine since child.

Education game development 2D for children pre school have to purpose to know children about what kind of organic or non-organic trash, in order to those children realize to keep their environment. Applicable in such games generate algorithm and test, the algorithm is used in an animal away from the main character without considering and taking into account whether the obtained optimal solution or not. Game genre is adventure to be built, the game is designed as if the players are in an environment that will be used at every level.

The result from application of this 2D game showed that applications can be used as a medium of learning that gives the feel of a fun game to deliver an education message how to waste the trash in good and right way with the story and the messages that are more interactive, with the animation. Based on the use of the title game and the storyline is built into this game.

Keywords: rubbish game, educational 2D, generate and test