ABSTRACT

BUILDING DEATH CASTLE GAME

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One of the most popular forms of entertainment is game. Nowadays, casual games have become more and more popular. Casual game is an easy-playing game and not as complicated as other games. The game's design is quite simple and usually addictive even though the game is played in a relatively short time. Arcade is also a type of casual game. Although it is a casual game, not many people are interested in arcade games. This is because arcade games are lack of interesting graphic display and have unvaried enemies.

Death Castle game application is built to make arcade games more interesting. The application building uses Algorithm A for enemy objects to conduct shortest route search to the player character. The software engineering method used in this application building is object-oriented approach and UML (Unified Modelling Language) is used in making its modelling application.*

Implementation is conducted after analyzing and designing the game application. After that, do the testisng phase by the method of black box and white box to the functional test of the game with questionnaire techniques to validate the user. Based on the results of tests performed can be concluded that death castle game applications can attract users to play a game of arcade type games.

Keyword : *Death Castle game, A* Algorithm\, Arcade games.*