ABSTRACT

THE GAME DESIGN OF PUZZLE MUD DISASTER FOR MOBILE DEVICES

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Game is an application of the most widely used and enjoyed by users of electronic media. Gaming applications are now widely installed on smartphones. Smartphone is a term from mobile phone with multimedia and computing capabilities are better than the phone in general. One of the operating system used in smartphones is Android Operating System.

Mud Disaster is a game application that belongs to the type of puzzle. The idea of the story to want raised at this game is about the mud disaster that occurred in the area of Porong, Sidoarjo. The mission of this game is to arrange the pipes so as to channel the flow of sludge to sludge disposal purposes. This game application was developed to be implemented on smartphones with Android operating system. In the design and development of gaming application use software engineering methods and object-oriented programming.

The testing process gaming applications that have been built through two stages, namely the stage of alpha testing and beta testing phases. Alpha testing phase were calculated using blackbox. In the alpha testing phase was concluded that the application has been built games can run as expected and functionally can produce the expected output. And at this stage of beta testing is done through questionnaire concluded that the application of game Mud Disaster could have been implemented on the Android smartphone, and the results of the assessment of the respondents indicated that the message of love for the environment is can be delivered to the respondent and quiz features that exist in the game can add insight users.

Keywords : Game, Puzzle Game, Android, Smartphone, Object Oriented Programming