ABSTRACT

BUILDING PIRATES OF MONEY GAME

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*Computer video game has been played since the 50's. Tower defense is one of the sub-genres of Real time strategy which characterized as casual game**.** Casual game is a game application which can be played in relatively short time and doesn't include any terms or requirements. However, regardless to the fact that the game is easy and doesn't take a long time to play, the tower defense game applications have less fan. It is caused by several factors, such as mediocre audio quality, less variations of enemies and monotonous game plot.*

The aim of the making of Pirates of Money is to build a more interesting tower defense game application to play. The making of this game application is emphasized on the audio quality enhancement, separating the game plots into various levels of difficulties, the implementation of collision detection, and the use of A algorithm as the shortest searching route to the enemies so that there are no enemy plots determined in certain levels. The engineering method of the software applied in Pirates of money game application is an object-oriented approach using the UML (Unified Modelling Language).*

At the testing level of the game, Pirates of Money, which is executed through the blackbox method and white box to examine the functionality of the game being built, and spreading questionnaires randomly to a number of respondences, especially those who are fond of tower defense game, can be concluded that the Pirates of Money Game Application can add more interest to the users, especially to the tower defense game player.

*Keywords : Tower defense, Pirates of Money, Algorithm A * (A star), collision detection.*