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Pengembangan Game Survival Rpg “City of Narnia” Berbasis Unity 3d

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Abstrak

Kebanyakan game dengan genre RPG sekarang kurang menyajikan fitur-fitur penting yang seharusnya ada pada game itu sendiri terutama dari segi gameplay mechanic dan dari segi story telling, terkadang developer tidak mengerti apa fitur ataupun alur cerita yang pemain inginkan sehingga banyak game RPG yang terasa membosankan dan repetitive. Oleh karenanya penelitian ini mengembangkan game dengan genre RPG dan mengimplementasikan fitur Branching Dialog untuk memberikan kesan unik pada pemain dari segi story-telling dimana pemain dapat mengubah alur cerita yang dimiliki game dengan tujuan memberikan gameplay yang menarik dan tidak repetitive. Metode perancangan game yang digunakan adalah metode Game Development Life Cycle (GDLC). Pembuatan game bergenre RPG ini dibangun menggunakan Unity 3D. Hasil penelitian berupa sebuah game RPG berjudul City Of Narnia yang menghadirkan fitur branching dialog, non-linear gameplay, serta fitur-fitur umum pada game bergenre RPG. Secara keseluruhan game City Of Narnia dapat memberikan pemain pilihan berbeda pada segi penyelesaian alur cerita, serta memberikan pemain banyak kebebasan pada gameplay dari game baik pada segi story telling atau gameplay-mechanic.

Kata Kunci—Unity 3D, RPG, Branching Dialog, GDLC, Story-Telling.

Abstract

Most games with the RPG genre now do not present the important features that should exist in the game itself, especially in terms of gameplay mechanics and in terms of story telling, sometimes developers don't understand what features or storylines players want, so many RPG games feel boring and boring. repetitive. Therefore, this study develops games with the RPG genre and implements the Branching Dialog feature to give players a unique impression in terms of story-telling where players can change the storyline of the game with the aim of providing interesting and non-repetitive gameplay. The game design method used is the Game Development Life Cycle (GDLC) method. The results of the research are an RPG game entitled City Of Narnia which presents branching dialogue features, non-linear gameplay, and general features in RPG genre games. Overall, the City Of Narnia game can give players different choices in terms of completing the storyline, as well as giving players a lot of freedom in the gameplay of the game both in terms of story telling or gameplay-mechanics.

Keywords—Unity 3D, RPG, Branching Dialog, GDLC, Story-Telling.