

BINUS INTERNATIONAL
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Major Computer Science

Stream Games Technology

Sarjana Komputer Thesis

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**THESIS TITLE FORTINA GARDE: A MULTIPLAYER GAME BASED ON
TRADITIONAL INDONESIAN GAME**

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Abstract

Objectives to develop a multiplayer game based on Indonesian traditional game, Bentengan. The aim of the game is to make a new and unique gameplay.

Method to develop a prototype of multiplayer first person view game. when the prototype is complete, conduct user test to find out if the game is interesting and unique or not

Results 76% of the participants say that the game is interesting enough and 50% of them said the game is unique.

Conclusion with the result of the test is above 50% agree that the game is interesting and unique, the game fulfills the objective of the thesis

Key words

Video Game, Bentengan, Indonesia, Traditional Game, Multiplayer, Unity Engine