

ABSTRAK

Bima Yuliaji Nugraha. 2024. “Rancang Bangun *Game RPG* “Petualangan Hanoman : Kobaran Api Perang” Berbasis *Platform PC*”. Skripsi Program Studi Teknik Informatika, FT, Universitas PGRI Madiun. Pembimbing (1) Sri Anardani, S.Kom., M.T, Pembimbing (2) Yoga Prisma Yuda, S.Kom., M.Kom.

Game merupakan media hiburan yang menggunakan perangkat elektronik seperti ponsel maupun komputer. Penelitian ini bertujuan untuk mengembangkan game RPG berbasis cerita yang mengangkat tema epos Ramayana dengan tokoh utama Hanoman, yang bertujuan untuk menghidupkan kembali nilai-nilai budaya dalam media digital. Game ini dikembangkan menggunakan metode waterfall dengan pengujian beta testing tertutup untuk mengukur kepuasan pengguna terhadap gameplay dan cerita. Hasil pengujian menunjukkan bahwa 80% beta tester merasa puas dengan gameplay, fitur, alur cerita dan merasa ingin memainkan gamenya lagi, menunjukkan bahwa game ini telah mencapai tujuan yang diinginkan. Game ini berhasil memberikan pengalaman bermain yang menarik sambil mengenalkan kembali nilai-nilai budaya melalui media digital, serta membuktikan bahwa pengembangan game berbasis cerita tradisional dapat menarik perhatian pemain modern.

Kata Kunci : *Game RPG, Turn-Based Battle, RPG Maker MV, Metode Waterfall, Beta Testing*

ABSTRACT

Bima Yuliaji Nugraha. 2024. "Design and Development of the RPG Game 'Hanoman's Adventure: The Blaze of War' for PC Platform." Undergraduate Thesis, Informatics Engineering Study Program, Faculty of Engineering, PGRI University Madiun. Advisor (1) Sri Anardani, S.Kom., M.T, Advisor (2) Yoga Prisma Yuda, S.Kom., M.Kom.

Games are entertainment media that use electronic devices such as mobile phones or computers. This research aims to develop a story-based RPG game themed around the Ramayana epic, with Hanoman as the main character, to revive cultural values through digital media. The game was developed using the waterfall method, with closed beta testing to measure user satisfaction regarding gameplay and story. The testing results showed that 80% of beta testers were satisfied with the gameplay, features, storyline, and expressed interest in playing the game again, indicating that the game has achieved its intended goals. This game successfully provides an engaging gaming experience while reintroducing cultural values through digital media, proving that traditional story-based game development can attract modern players.

Keywords : *RPG Game, Turn-Based Battle, RPG Maker MV, Waterfall Method, Beta Testing*