

Abstract

Indonesia is a country rich in culture but in the era of globalization as it is now, that culture is considered out of date and slowly forgotten. One of the existing culture is the culture of the myth. To reintroduced the culture of myth to many people, then made an interactive system in the form of games.

Through this game slowly began to reintroduce the culture of myth. The culture of myths that introduced are the original Indonesian ghosts myth, the original Indonesian heirlooms, and the background of mystical and historic places in the city of Bandung.

ASTRAL is a 2D-based horror game with adventure genre. That is a type of game that involves issues of tactics, logic, and exploration in resolving the problems that exist in the game.

This 2D horror game is created and can be played on the PC platform. So everyone can play this game easily. The purpose of this game made in addition to introduce a culture of myth is that as a media for entertainment and insights for the players.

Keywords: horror game, 2D, adventure, PC platform, the myth