

Abstract

Game has become one of the parts in human life. The game has now developed into a learning tool. Playing games has a positive impact. One of the positive effects of playing games is being able to develop the power of thought, response, and sharpening skills. Tower defense game is a strategy game for managing tower placement with the aim of stopping enemies who will pass. Game tower defense of ocean pasai is a two-dimensional based game with characters and stories used derived from the history of the oceanic Islamic empire. The purpose of this final project is to make peggunas more interested in studying the history of the Islamic empire, helping peggunas to learn about the history of the Islamic empire, and peggunas can easily study the history of the Islamic empire. Based on the results of testing from aspects of pegguna experience, game graphics, software engineering, entertainment, and content has an average feasibility rate of 80,1%. The conclusion of this final project is the defense game of the tower of oceans can be an alternative learning about the history of Islamic warfare in Indonesia, and make peggunas interested in studying the history of the Islamic empire in Indonesia.

Keywords: *islamic kingdom, game, samudera pasai, tower defense.*