ABSTRACT

The design of the game design "MOCHI THE CAT" is a work that makes the author make a sense of kids responsibility towards his pet, the writer chose the game to rest the child from the fatigue of learning. In making this game the author hope that children will learn to respect animals, add insight to children assuming animals by caring for them and understanding the tools or products needed to care for pets, by instilling a sense of caring and being responsible for animals so when children grow up authors hope them to love animals. Some people assume cats is part of their family and they consider it like a family because cats are the most loyal and closest animals to humans, the author wants many people who adoption wild cats and do not want to abandon exterminating cats in order to allow wild cats in Indonesia especially in the city of Bandung and create a peaceful environment without any resistance to animals.

This game is designed with the concept of caring for a simulation cat or virtual pet that is almost similar to the Tamagotchi 90s game. Some important elements in the design of the game character the Turkish Angora cat, environment of the house and assets including products and tools for pet cats made fun with comfortable colors to avoid harm kids eye, the characters are made with cute and adorable expressions and shapes to attract the attention of children who want to play games.

Keywords : #Animal #Cat #Education #Game #Application #Kids #Kidlit #APK #GooglePlay #Appstore #Pet #Family #Children #Petshop #Animalcare #Animalshelter #Love