

Abstrak

Writing the Proposal This final project aims to implement the creation of a desktop-based game Tapping Game titled "Gatca". Asset made is 2D (2 Dimensions) which includes making all aspects of the game such as game characters, buttons, sprite animation and also illustrations in the game. Game "Gatca" is an arcade game inspired by the game "Flappy Bird" where every player can play it Multiplayer and required to avoid every obstacle. Multiplayer game can increase how long the player does not feel bored by playing tapping games. Asset Implementation is supported by Krita application, Adobe Illustrator, Adobe After Effect where each application has its own function in the process of creating game assets . Based on research conducted on 71 respondents conducted randomly. The test results using the User Acceptance Test analysis method, obtained the results of user satisfaction with 2-dimensional assets with a percentage of 83.68% and comparison using the AHP method to determine the weight value of each variable with the results the final figure was 83.61%, which has exceeded the reference game "Flappy Bird" which has a presentation of results of 79.6%. The percentage is obtained from the deciding aspects based on design principles, so that the game assets of Game Gatca is visually viable for commercial games, because the results of comparison are the parameters of the success of game visualization from previous reference games..

Kata kunci: Game Android, Tapping Game, Flat Design, Gatot Kaca

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