

ABSTRACT

This research discusses the creation of a game application entitled "Bata Game" based on Android using the Kotlin programming language. This game is designed for the purpose of providing a nostalgia and entertaining experience for android device users. The method that will be used in making this application is the MVC (Model, View, Controller) method. MVC was chosen to provide an organised structure and separate logic, display, and data management in application development. And also the method used in testing this application is the BlackBox Testing method, this method is used to determine whether the function of the application whether the function runs as expected.

Bata Game is a game that has a base like the Tetris game, by maintaining the classic elements of the game, including falling geometric blocks and the player's task is to arrange the falling blocks in such a way as to form a complete horizontal row. The Kotlin programming language was chosen to optimise game development on the android platform.

The design of game applications made by this author is expected to make a positive contribution in the development of android-based game applications, especially by using the kotlin programming language and applying the MVC design method. It is hoped that the results of this research can be a reference and inspiration for game application developers in the future.

Key Words: Android, BlackBox Testing, Kotlin, MVC, Mobile Games