

**PERANCANGAN *PARTICLE SYSTEM* DAN *CHARACTER SYSTEM* PADA
GAME *FIRST PERSON SHOOTER (FPS)* 3D “*OPERATION
IMBALANCE*” (*DESIGN PARTICLE SYSTEM AND CHARACTER SYSTEM
FOR GAME FIRST PERSON SHOOTER (FPS)* 3D “*OPERATION
IMBALANCE*”)**

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ABSTRACT

Technology of advantages develop very rapidly. Almost every activity can not relased from technology. Nowadays, current generation can not relased from games, as if playing games have becomes routines for them. The young generation like more games than traditional games. Interest for traditional games trend to be weak, so that traditional games such as slingshot, bamboo cannon has been forgotten. Many children in Indonesia that like game create the opportunity to reintroduce traditional games in a different way. This report using C# Programing and using “Game Development Methodology” as a method of manufacture. Production thi game use tools unity for make the system and also use blender as production of media 3D model of it.

Keywords: Game Programing, Traditional Game