

PERANCANGAN USER INTERFACE DAN WEAPON PADA GAME *FIRST PERSON SHOOTER (FPS) 3D “OPERATION IMBALANCE”* (*DESIGN USER INTERFACE AND WEAPON FOR GAME FIRST PERSON SHOOTER (FPS) 3D “OPERATION IMBALANCE”*)

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ABSTRACT

One of the most popular forms of entertainment is interactive media that can be animated, games, and more. Game is growing rapidly in accordance with advances in computer technology, and besides, this game is not only in demand by one group alone, but covers all existing classes. But lately the Indonesian people began to tend to choose the modern game by using a computer or gadget, which only serves to be a user of the games they play are drawn - to forget the time also included a negative impact for users of the game, and the lack of public interest in Indonesia to conserve traditional game instrument that is now partly been rarely played. The tendency of interest in this modern game can be used as an opportunity to reintroduce traditional games such tolob tool, cetolan (bamboo cannon) and catapult into the digital game with the visual side more attractive and easier to play. This report uses the C # programming language and using the "Game Development Methodology" as a method of manufacture. This game is made by using the tools Unity to create a user interface system and a blender to manufacture weapons design 3D models.

Keyword : Traditional Game, User Interface, Weapon