

Perancangan *Terrain dan Storyboard Endless Running Adventure* Berbasis Android
“Kakek Done Adventure’s”

Ery Setiyawan Jullev A, S.Kom, M.Cs (Dosen Pembimbing 1) dan Hendra Yufit
Riskiawan, S.Kom, M.Cs (Dosen Pembimbing 2)

Robby Agung Prastyo
Program Studi Manajemen Informatika
Jurusan Teknologi Informasi

ABSTRACT

The development of technology is currently growing rapidly, not least in Indonesia. Therefore, local culture that tends to become more traditional faded because of young people who always follow the development of technology so rarely ignore its own culture. Most of the younger generation of this nation like to play the game contained in their gadgets. The purpose of this study is to overcome the existing problems and facilitate the dissemination of cultural information with the intermediary of educational games that use augmented reality technology in order to attract the attention of the younger generation. The research method used is field research and library research. The type of data collected is the primary data obtained from quisionary results. The selected software methodology is the Prototype methodology. Stages are communication, rapid planning, rapid design modeling, prototype formation, delivery of systems or software to customers or users of delivery and feedback and then implemented through C # programming language using Unity Engine.

Keywords— *Game, Augmented Reality, Culture, Education, Unity, C#*

