

Perancangan *Game System dan User Interface* Pada *Game FPS (First Person Shooter) 3D “Sang Patriot” Berbasis Desktop (Design Game System and User Interface on FPS (First Person Shooter) 3D “Sang Patriot” Desktop Bases*

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ABSTRACT

One type of game that is very often played by all circles and fairly simple but enough to sharpen the brain in managing tactics or strategies to achieve kemenangan is the type of game FPS (First Person Shooter). FPS is a shootout game that can be played in single palyer or multi player. This type of game becomes very exciting and exciting because in addition to able to train the logic of players by strategizing and tactics to achieve victory, this game is also suitable for players who like the challenge and like to trigger their adrenaline. From these issues and seeing the popularity of FPS games today, we are interested to take advantage of this opportunity to build an educational game titled *Game Game System and User Interface on 3D FPS 3D "Patriot" Game Based Desktop*.

Keywords : *Learning Game, FPS, Sang Patriot.*