

ABSTRAK

Game *d’Poe Adventure* adalah sebuah *game* perjalanan panjang “Poe” dalam menemukan identitas dirinya yang hilang. Game ini terdiri dari sepuluh stage. Setiap berhasil melewati satu level maka akan mendapatkan satu petunjuk mengenai identitas dirinya. Setelah berhasil melewati seluruh level maka identitas dirinya akan terungkap. Kesulitan meningkat pada tiap stage. Bentuk stage semakin bervariasi dan berbeda-beda jenis musuhnya. Game ini juga disertai item-item khusus yang dapat membantu player. Game ini juga disertai *shop* yang memungkinkan player untuk membeli barang. Disini player dituntut untuk berstrategi dengan menentukan pilihan barang apa saja yang perlu dibeli dan tidak. Kemampuan berstrategi pada game ini dimaksudkan pada kekritisannya untuk memilih barang yang harus dibeli berdasarkan clue atau isyarat yang telah diberikan sebelumnya. Pemain tidak harus memilih untuk membeli barang karena belum tentu stage yang akan dihadapi memerlukan suatu barang tertentu. Karena kesalahan membeli barang bisa berakibat fatal pada stage-stage berikutnya. Pemain juga harus memikirkan kondisi keuangannya. Selain itu juga terdapat pintu misteri pada stage-stage tertentu.

Game ini menggunakan Macromedia Flash 8 Professional dan Action Script 2.0 sebagai bahasa pemrogramannya. Selain itu sebagai media desain *background* dan kelengkapan game digunakan Adobe Photoshop CS. Hasil aplikasi dikemas dalam bentuk file executable dengan harapan lebih fleksibel untuk dimainkan di mana saja dan akses game dirasa lebih ringan dan cepat.

Kata Kunci : stage, player, Macromedia Flash 8 Professional, Action Script 2.0, Adobe Photoshop CS.

ABSTRACT

Game *d' Poe Adventure* is a game with long adventure in finding Poe's lost identity. This game consists of ten stages. In passing a level "Poe" will get one clue about his identity. After finished all the stages "Poe" will find out all his identity. In playing this game, the player will get more difficulties in every stage. The form of the stage will get more various and also different enemies. This game includes certain items which can help the player. And also the shop which ables the player to buy the items. In this game, the player is obeyed to play the strategies to choose the item that he or she wants to buy or not. The ability to make the strategy in this game is contemplated to the criticism of the player to choose the items which has to be bought based on the clue that has been given before. The player doesn't has to buy the items because there is no certainty about what the player needs to the next stage. The wrong decision to buy the item can cause the fatal effect to the next stage. The player also has to rethink about his money. Beside, there is a term which is called the mystery door in certain stage.

This game uses Macromedia Flash 8 Professional and Action Script 2.0 as the programming language. Moreover, as a media design background and the complement of the game which use Adobe Photoshop CS. The result of this application is presented in a form of executable file in order to be more flexible playing in every place and the access of this game will be lighter and faster.

Keywords : stage, player, Macromedia Flash 8 Professional, Action Script 2.0, Adobe Photoshop CS.

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