

## **ABSTRACT**

The Grey Hat hacking simulation game is a computer game that developed to help gaming enthusiasts to feels like being a grey hat hacker. On the other side, hacking activities are restricted by the law, dangerous and high risk. Only a few people who can feel the real hacking sensation because of high risk nature of hacking.

When knowledge and a need of experience always contrary to the risk and legality, hacking is a kind of dilemma for beginner hackers. Therefore, The Grey Hat is made not only for gamers but also made for beginner hackers. Beginner hackers can get a further understand some of the phases of hacking through the simplified of hacking process on the game.

The game itself created by using Actionscript 3.0 programming language and runs on Adobe Flash Player runtime. The main reason why the selection of Flash technology is to create a game that have a small size but still have a good visual quality. Later with the completion of The Grey Hat development, beginner hackers and player are expected to learn and feel the sensation of being a grey hat hacker at a same time.

*Keywords : Adobe Flash Player, Actionscript 3.0, grey hat hacker, gamers.*

## ABSTRAK

Aplikasi permainan simulasi *hacking* The Grey Hat adalah aplikasi permainan yang dikembangkan untuk membantu para penikmat *game* untuk turut merasakan sensasi melakukan *hacking* sebagai seorang *grey hat hacker*. Di sisi lain, kegiatan *hacking* sudah dibatasi oleh undang-undang, berbahaya dan beresiko tinggi. Sifat *hacking* yang beresiko tinggi inilah yang membuat hanya sedikit orang yang dapat merasakan sensasi *hacking* yang sesungguhnya.

Bagi *hacker* pemula yang baru akan menekuni dunia sekuritas komputer, *hacking* menjadi sebuah dilema dimana tuntutan haus akan ilmu selalu bertolak belakang dengan legalitas dan resiko tinggi yang harus dihadapi. Oleh karena itu, The Grey Hat dibuat tidak hanya untuk *gamers* tetapi juga dibuat untuk bermanfaat bagi para *hacker* pemula. Melalui permainan simulasi proses *hacking* yang disederhanakan, para *hacker* pemula dan pemain yang awam sekalipun bisa mendapatkan gambaran dan semakin memahami beberapa fase *hacking*.

Aplikasi *game* The Grey Hat dibuat dengan menggunakan bahasa pemrograman Actionscript 3.0 dan berjalan di atas *runtime Adobe Flash Player*. Pemilihan teknologi Flash untuk membuat sebuah *game* dimaksudkan agar *game* yang dihasilkan berukuran kecil dan ringan namun tetap mengedepankan kualitas visual yang baik. Kelak dengan adanya aplikasi *game* The Grey Hat ini diharapkan para pemain dan *hacker* pemula dapat belajar sekaligus merasakan sensasi menjadi seorang *grey hat hacker*.

Kata kunci : *Adobe Flash Player, Actionscript 3.0, grey hat hacker, gamers.*

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