

ABSTRAK

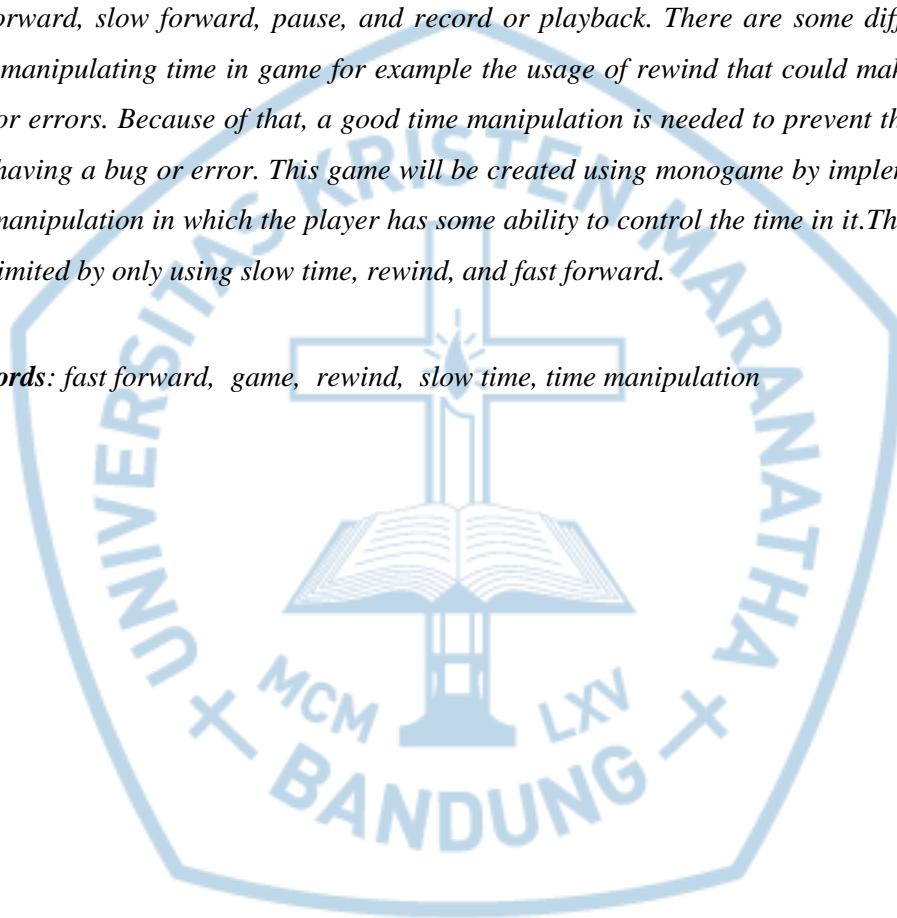
Game merupakan sebuah tipe dari aktifitas yang dilakukan dalam konteks realitas secara maya dengan cara mengendalikan karakter seperti manusia, binatang, maupun kendaraan yang dikendalikan oleh pemain. Pemain mencoba untuk mencapai suatu tujuan yang terdapat dalam *game* dengan mengikuti peraturan yang terdapat dalam *game*. Dalam *game*, pemain diberi kesempatan untuk melakukan hal yang biasanya tidak dapat dilakukan dalam dunia nyata salah satunya adalah *time manipulation*. *Time manipulation* memiliki perintah yang hampir sama dengan *video player recorder* seperti *rewind*, *fast forward*, *slow forward*, *pause*, dan *record* atau *playback*. Namun dalam proses *time manipulation* dalam *game*, terdapat kesulitan seperti dalam penggunaan *rewind* yang dapat menyebabkan *bug* maupun *error*. Oleh karena itu, diperlukan sebuah perancangan *time manipulation* yang baik agar tidak terjadi hal yang menyebabkan *game* menjadi memiliki *bug* ataupun *error*. *Game* ini akan dibuat menggunakan *monogame* dengan mengimplementasikan *time manipulation* di mana pemain memiliki beberapa kemampuan untuk mengendalikan waktu di dalamnya. *Game* ini dibatasi dengan hanya menggunakan *slow time*, *rewind*, dan *fast forward*.

Kata kunci: fast forward, game, rewind, slow time, time manipulation

ABSTRACT

Game is usually conjures images of a three-dimensional virtual world featuring a humanoid, animal, or vehicle as the main character under player control. Player try to achieve a goal in the game by following the rules that contained in the game. Inside game, player are given the opportunity to do something that usually cannot be done in the real world, one of things that cannot be done in real world is time manipulation. Time manipulation has almost the same commands as a video player recorder such as rewind, fast forward, slow forward, pause, and record or playback. There are some difficulties when manipulating time in game for example the usage of rewind that could make some bugs or errors. Because of that, a good time manipulation is needed to prevent the game from having a bug or error. This game will be created using monogame by implementing time manipulation in which the player has some ability to control the time in it. This game will limited by only using slow time, rewind, and fast forward.

Keywords: *fast forward, game, rewind, slow time, time manipulation*



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