ABSTRAK

Ichwan, Dermawan. 2025. Pengembangan *Game RPG "Garuda Quest"* Bertemakan Mitologi Indonesia Berbasis *Android* Menggunakan Metode *Multimedia Development Life Cycle.* Tugas Akhir. Program Sarjana. Program Studi Teknik Informatika. Universitas Muhammadiyah Jember.

Pembimbing: Ulya Anisatur Rosyidah, M.Kom; Habibatul Azizah Al Faruq, M. Pd

Dengan banyaknya penggemar *games mobile* pada kalangan gen Z di Indonesia, dapat dimanfaatkan untuk mengenalkan berbagai macam makhluk mitologi lokal daerah dengan merancang *game* bergenre *Role-Playing* bertemakan mitologi Indonesia pada *platform* android dengan judul *"Garuda Quest"*. *Game* ini dikembangkan menggunakan metode *MDLC (Multimedia Development Life Cycle),* metode ini memiliki 6 tahapan yaitu *concept* (pengonsepan), *design* (pendesainan), *material collecting* (pengumpulan materi), *assembly* (pembuatan), *testing* (pengujian), dan *distribution* (pendistribusian). Hasil uji coba menggunakan *blackbox testing* menunjukkan bahwa seluruh fungsionalitas fitur *game "Garuda Quest"* berjalan dengan baik. Adapun uji coba terhadap 50 responden menunjukkan perolehan persentase pada kelayakan fitur sebesar 85,52% dan persentase pengalaman bermain sebesar 82,48% yang menunjukkan bahwa game *"Garuda Quest"* dapat diterima dengan baik.

Kata Kunci: *Game, Garuda Quest,* Makhluk Mitologi, *Multimedia Development Life Cycle*

ABSTRACT

Ichwan, Dermawan. 2025. *Development of "Garuda Quest" RPG Game with Indonesian Mythology Theme Based on Android Using Multimedia Development Life Cycle Method. Final Project. Bachelor Program. Informatics Engineering Study Program. University of Muhammadiyah Jember.*

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With so many fans of mobile games among gen Z in Indonesia, it can be utilized to introduce various kinds of local mythological creatures by designing a Role-Playing game with the theme of Indonesian mythology on the Android platform with the title "Garuda Quest". This game was developed using the MDLC (Multimedia Development Life Cycle) method, this method has 6 stages, namely concept, design, material collecting, assembly, testing, and distribution. The test results using blackbox testing show that all the functionality of the "Garuda Quest" game features runs well. The trial of 50 respondents showed the percentage acquisition on the feasibility of features of 85.52% and the percentage of playing experience of 82.48% which indicates that the game "Garuda Quest" is well received.

Keyword: Game, Garuda Quest, Mythological Creatures, Multimedia Development Life Cycle