

ABSTRACT

Game development is influenced by advances in mobile phone technology that could be reviewed in terms of design, the technology used and the features provided. This final project will be designed and implemented a game on a mobile phone, named Running Mouse. Running Mouse game consists of three objects, there are mouse as a player, cat as an enemy, and cheese as feed. In this game, player has to eat cheese which will move in a certain period. In this game use flood fill algorithm to make the game more challenging. Flood fill algorithm used in the distribution location of the feed. Area distribution and the amount of feed is limited in each level of the game and the radius of feed distribution area is regulated by polygon.

From the analysis, this game show dynamic response as expected. The Results showed that the Running Mouse game has varied responses to some input. there are the switching time and the amount of cheese as an input. Base on the input can be concluded that the flood fill algorithm is optimal when the switching time is slow and less feed. From the survey result 63.33% of respondents said that the application of Running Mouse has an interesting game-play, and the value of the level difficulty is 71,567.

Keyword : *Game Running Mouse, Flood fill Algorithm, and polygon*