

ABSTRACT

Development of technology and information is growing rapidly in every aspect. Along with that, computer device has dominated human life with every facilities that offered. Especially for puzzle games on computer, we can add some technology, so the game will more interesting. The technology that can use is technology from intel, the intel RealSense. Game development process needs a software/tool that called game engine. Unity is a one of cross-platform game engine. Using Unity game engine, we can build a game that can play at personal computer, XBOX, iOS, and Android. Based on this case, so the purpose of this final project with title Game Puzzle the Animals based on Unity Development to build puzzle game using Unity Development for personal computer and to explore the use of Intel RealSence camera. The development method will used in this game development is Pressman method. The main functionality or feature that can find in this application is user can play a game using hand without mouse and keyboard. Futhermore, this puzzle game has Animalopedia, that is the information about animals that playing in the puzzle game. This puzzle game has a good and suitable results of UAT. The final result of this research, user can easily play a puzzle game using Intel RealSense camera and increase knowledge about the animal in the world.

Keywords: Game, puzzle, Unity, Intel RealSense.