

## Abstract

Nation of Indonesia is a nation was once colonized by foreign nations during three centuries. In the fight for independence from the colonialists, youth in those days struggling with life for the independence of Indonesia, they are willing to sacrifice for the independence of Indonesia.

FeeltheWar is a game of war-based FPS (First Person Shooter) on the desktop platform that introduces the struggle of Indonesian nation from the Japanese colonial era up to Indonesia's independence. This game is made interesting with 3D design, led to the missions that must be achieved and is equipped with the enemy by having AI (Artificial Intelligence). Those featur made this game as a medium of entertainment and learning indirectly.

Targets users from FeeltheWar is adults, from age 17 to 25 years or more, because this game have contents about war. This game will make the Indonesian people, especially the younger generation to know how Indonesia gained its independence and it also can make them more loving homeland, as well as recognize the essential of Indonesia's independence.

**Keywords:** FeeltheWar, FPS (First Person Shooter), 3D, AI (Artificial Intelligence), history