ABSTRACT

Hunter and Hunted is an action desktop-based game which can be used as a media to entertain as well as raise public awareness regarding the misusage of drugs. Hunter and Hunted tells the story of a police officer combatting the illegal practice of drug smuggling by shooting bunch of drug dealers. With the results of games that have been tested, game hunter and hunted was successfully executed. Hunter and Hunted is developed and supported with Software Unity 3D and Mendevelope. Coherent measures is included during the development of Hunter and Hunted in accordance to SDLC method. Waterfall model is specifically used for the SDLC method. Through Hunter and Hunted game, it is hoped that the misusage of illegal drugs in Indonesia will be minimized.

Keywords: Game, Desktop, Unity 3D, Education, Drugs.