

ABSTRACT

There are many different kinds and types of games in the world . Many of them are puzzle games . Puzzle is a type of game that requires us to think to solving a problem at the puzzle itself. One type the form of puzzle game like a lines and quest , is a maze game . There have been many labyrinth games themed static maze (maze does not change and monotonous) , but still rarely game with themed random maze (maze changed and varied) and inserted into an application that aims to make education and counseling about drugs , almost nothing .

This final task creating a mobile application android (smartphones) that contents about knowledge of drug counseling , the game , which also uses hunt and kill algorithm with some of the meaning in each level , which is tiny , medium and large , and the analyzes of human problem solving from that algorithm.

This application aims to provide the solutions to people who have not been exposed to drugs, providing knowledge about drugs and introducing the dangers and that preventions . And providing a bit of a solution to public on drug eradication . To be close to the children , it was included a game in the application . This application will be analyzed by object oriented method . In addition , the analysis is also a manual analysis to find out the general assumption of human problem solving to the algorithm . The analysis conducted to 40 respondents and results a difference step, time step and run time (time line) of the two conditions for each level.

Keyword : Maze, Hunt and kill algorithm, Game, Drugs, BNN