ABSTRACT

The pseudorandom number generator is one of the main sources of generating a random number. Every random number in the pseudorandom number generator depends on the seed. Hence, the seed must be random enough to produce a pseudorandom number.

In this final paper, the pseudorandom number generator was implemented in the making of 'AnakNakal' game. The pseudorandom number generator algorithm uses linear feedback shift register (LFSR). The LFSR algorithm which is used with the aim of producing obstacles in the game which have no fixed position so the user that plays the game is expected to not be able to remember the location of the obstacles. Two types of LFSR are used to get those results these are, the standard LFSR and the modular LFSR.

The results are gotten after being analyzed and tested so that the obstacles in the 'AnakNakal' game have no fixed position. In addition, the types of obstacle are different every time the game is started.

Key Words : pseudorandom number generator, linear feedback shift register generator, game