

ABSTRACT

As an archipelago state, Indonesia is having so many tales that spread around the land. One of those tales is the story of Admiral Keumalahayati, whose succeed for protecting Aceh against Colonialist who wants to take over Aceh Sultanate that's famous for it's wealth of resources and as a gate of Asia's trading routes on that time. Theories used on this research are concept art, fantasy, characters, and environment theory. Concept art is one of the main foundation in creating a game because it's an important element to tell the stories for the audiens. Methods used on this research is qualitative method with interpretative description from historical data obtained from literatures and interview with the experts. The results of this research is character designs, environments, and properties with fantasy genre while maintaining Aceh's cultural elements, like traditional clothing, weapons, and symbolic element while hoping that Keumalahayati will be more known by the public.

Keyword: Concept art, karakter, environment, fantasy