

ABSTRACT

Supernatural phenomena are phenomena that are common in society and are often discussed, especially ghosts. Various versions that are told by someone who has seen them or has interacted with supernatural creatures such as spirits are become the topic of society conversation. This horror genre game, rather into the survival horror subgenre, has been much favored because it gives its own sensation to those who like horror, where players must escape from mystical things while feeling alone. This study design a survival horror game about supernatural creatures that sought to become a knowledge for horror fans by using 2D Side Scrolling elements on the Android mobile platform. The purpose of this research is to find out and knowing what supernatural creatures stories are in the city of Bandung and also train prolonged tension in playing horror games. The research techniques that will be used are observation, interviews, document studies and focus group discussions. The results of the study are expected to find an explanation or description of supernatural creatures that exist in the city of Bandung, as well as the concept of map games at the Pos Indonesia Museum. Based on the conclusions observed, the survival horror genre game about supernatural creatures in the city of Bandung is a combination of genres that are quite interesting to be developed on the Android platform with 2D Side Scrolling and make game players proud because it elevates the development of Indonesian made horror games.

Keywords: supernatural creatures, horror, survival, game, city of bandung.