Abstract

Game is video game that is used as a daily entertainment tool that can used individually or in a small group which is usually limited to between 2 and 4 players. With the development of technology now the game has experienced many developments. Both in term of graphics, the storyline that was built and etc. Flappy bird usually only plays the game for a short time, because the game is quite boring, then it can only be played alone. Therefore, this study succeded in developing a desktop-based 2D tapping game with innovations and improvements to a 2-Dimensional tapping game entitled "Gatca" or Gatot Kaca, developed using Arnold Hendrick's GDLC (Game Development Life Cycle) method. The game is desktop-based and developed using Unity 3D software. The results of this study indicate that it ca implement improvements in the form of Multiplayer mode, Game mechanic Score, Coins, Obstacle, Point Health, and also implement 3 Stage playing area into the "Gatca" games.

Keyword: Desktop Games, Flappy bird, MultiPlayer Game, Unity Software