

ABSTRACT

Due to the rampant cases of black magic in Indonesia, coupled with the fame of the “Pesulap Merah” (Red Magician) a few years ago, who exposed many fraudulent practices on his Youtube channel, it was revealed that all those practices were nothing more than mere tricks and psychological manipulation. This became the inspiration for this final project, a horror game that incorporates educational on the dangers of engaging in black magic.

“Shaman” is a survival horror game with some puzzle elements, presented in 3D on the PC platform. The game is designed using the Unity 3D game engine with C# as the Programming language. The storyline revolves around a young food merchant who turns to black magic to boost his business successes. However, the shaman who assists him in the ritual demands more from him, manipulating the young man into searching for ritual offerings or his own life itself became a substitute if he fails to obtain the required items. The game is driven by a story that serves as the main motivational foundation for the game.

Keywords: *game, survival, horror, pesugihan*