

Abstract— Video games are entertainment media that are available on various devices from mobile devices to personal computers and gaming consoles. Video games are also played by various age groups, from children to adults, with their respective genres. The rapid development of the gaming industry opens many job opportunities in various fields and is expected to reach USD 583.96 billion market value by the end of 2030. Video games can also be used for learning and training particular knowledge packed as entertainment media or usually known as serious games. In this study, we developed a game called "Malam Kliwon," as a media for entertainment that also helps improve players' focus and decision-making. Our paper proposes a method for developing games that combine Game Development Life Cycle (GDLC), Black Box Testing, and User Experience Testing (UEQ). GDLC consists of six stages: Initiation, Pre-production, Production, Testing, Beta, and Release. The "Malam Kliwon" application is developed using the Unity game engine and Blender for game asset creation. Based on the Black Box Testing, all features are implemented correctly as shown by 100% successful test results. Furthermore, our application achieved positive scores in almost all aspects of UEQ, including attractiveness (1,660), perspicuity (1,750), efficiency (1,905), dependability (1,310), stimulation (1,220), and Novelty (0,520).

Keywords—game development, video game, unity, game development life cycle