

## ABSTRACT

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*This final project focuses on creating visual novel video game assets that contain displays about flood and earthquake natural disasters. This video game is intended for players with an age range of 13 to 17 years. The asset creation process uses the Multimedia Development Life Cycle (MDLC) method. The main tools used in asset development are Adobe Photoshop for editing and designing assets, Ibis Paint for creating character images, and CapCut for background editing. The assets created are background assets, character assets and button assets. The test results obtained by distributing questionnaires to 23 respondents obtained an average score of 80. In accordance with the provisions of the System Usability Scale (SUS) scale, a score of 80 is included in the Grade B category, namely Acceptable. And the assets created are well received by users and can be used as alternative media as a learning tool regarding flood and earthquake natural disaster mitigation.*

*Keywords: Multimedia Development Life Cycle, Natural Disaster Mitigation, Video Game, Visual Novel, System Usability Scale*