

ABSTRACT

This final project aims to develop a Unity-based game that showcases the history of Sultan Matangaji's resistance against Dutch colonization. The game seeks to revive significant moments from Sultan Matangaji's struggle and provide a historical perspective through an interactive medium, making it more engaging for museum visitors. With an immersive approach, this game is expected to enhance visitors' understanding of the heroic story, which is an essential part of Cirebon's history. The development includes creating game scripts, integrating 3D assets from the 3D artist team, and designing an intuitive user interface (UI). The Rapid Game Development (RGD) method is applied in three main phases with six core activities, considering time and cost constraints while utilizing generic or prefabricated assets to speed up the process.

The tools used include Unity Engine for game development, Notepad++ for coding, and testing devices to ensure compatibility across platforms. Testing results show that RGD accelerates development despite time and budget limitations. The game provides an interactive user experience with immersive visuals.

The testing was conducted using the Game Experience Questionnaire (GEQ) involving 18 participants. The results show that the Tension/Annoyance dimension had the lowest score of 0.78, followed by Negative Affect at 1.01. The Competence dimension scored 2.14, followed by Sensory and Imaginative Immersion at 2.18, while Positive Affect achieved the highest score of 2.44. These results indicate that the game is free from tension and negative emotions while providing a positive, immersive, and competence-enhancing experience for users.

Keywords: Unity, Game, Development, RGD, GEQ.