

ABSTRACT

“Turn Based RPG Game Android-Based Application “The Legend of Ken Arok”” is a game application that functions to help support educational process for one of the histories of Indonesia, which right now are beginning to extinct. This application is easy to use because this game is installed on a mobile device, as a result, this game may be played without the limits of time and place. This game is developed for android platform, while using HTML5 for the programming, this application may be used by all users that uses Android for their mobile operating system. Without the limits of age nor gender.

Starting from histories in Indonesia, which is currently has long been forgotten, the method of learning these does not really help at a large scale, as a result the studying method is not satisfying. For example, students in middle school, its not been proven that what they have learned during school is brought until they become adults.

The writer’s solution to this, is to give learning a fun and entertaining experience. For example using the latest and most popular gadget to date, the Android Operating System. Using rich and colorful media that really attracts the eyes such as using colorful pictures and audio, player will receive the knowledge unknowingly. The writer finally decided to create a solution, a game. Game which is something that is well known to people. The game tells a story about a history or a legend from a folklore original from Indonesia.

The result of this final project is an Android-based Application that may help people especially those in Indonesia the importance of history via game. Implemented using HTML5 programming language, Javascript, Construct 2 as the tools, then exported to an Android Application, uses WebStorage as data management, and also other softwares. By reading the story in the game, player will experience being a character on in the game, because the story is based on one’s perspective, and also the storyline which also helps to give educational purposes to the player.

Keyword: Game, HTML5, Javascript, Framework, Webstorage