

## Abstract

Tower Defense is one of a genre of video games. The purpose of tower defense games is to try to stop the enemy from crossing the map by building towers and to survive at certain period of a time. Enemies and towers usually have varied abilities, prices, and also a price that necessary to improve the ability of the tower. When an enemy is defeated, the player will earn money or points that can be used to buy or improve the ability of the tower. The choices and placement of the towers is a fundamental strategy for this game.

As a one of interactive game media, video games has becomes part of many people daily life. Till now, video games still become one of the main option as an entertainment media that's affordable, festive, mass, fun and educational. Along with the rapid development of technology, video games aren't just a media for interactive entertainment but also as an educational media as previously mentioned. Games with educational values essentially are designed for educational purpose, but also many of them just giving a simple educational value into the game.

From the reason that mentioned above, thus shall be built "Tower Defenese Games Application 'Negeri Menara Emas'". "Tower Defenese Games Application 'Negeri Menara Emas'" itself is a desktop-based tower defense games. The distinguish things from this game with the other tower defense games is the feel of culture and history of Indonesia in this game. Along with rapid developoment of technology, especially game technology, we are hoping that "Tower Defenese Games Application 'Negeri Menara Emas'" could provide educational value of independence movements in Indonesia.

**Key Word :** *Tower Defense, Video Game, Game Application, Game Technology*