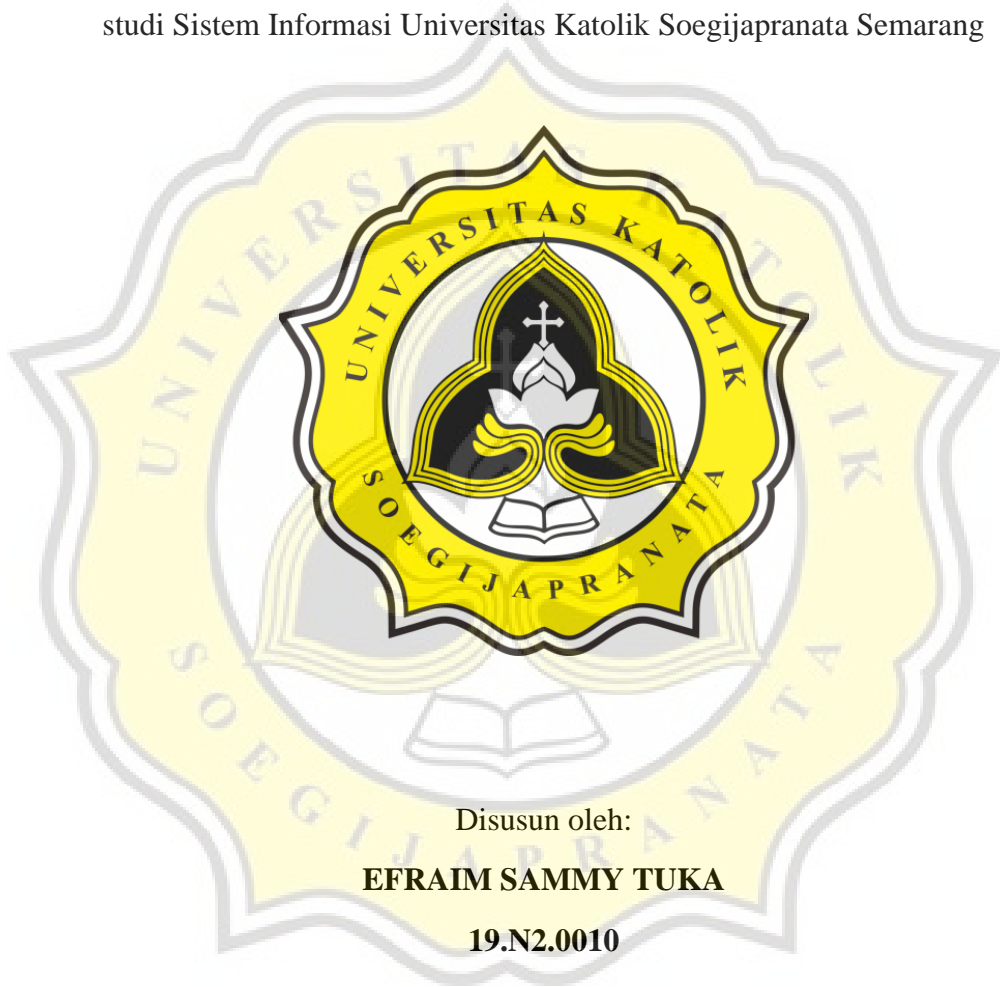


**LAPORAN SKRIPSI**

***HYBRID TACTICAL RPG: INTEGRASI KONSEP  
TURN-BASED DALAM REAL-TIME TACTICAL RPG***

Diajukan untuk memenuhi syarat guna mencapai gelar Sarjana Komputer program  
studi Sistem Informasi Universitas Katolik Soegijapranata Semarang



Disusun oleh:

**EFRAIM SAMMY TUKA**

**19.N2.0010**

**PROGRAM STUDI SISTEM INFORMASI  
FAKULTAS ILMU KOMPUTER  
UNIVERSITAS KATOLIK SOEGIJAPRANATA**

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## ABSTRAK

*Tactical RPG* merupakan sub-genre *RPG*, di mana pemain mengontrol karakter dalam level berbasis *grid*. Kebanyakan *Tactical RPG* berjalan secara *Turn-based*, tetapi terdapat pula *Tactical RPG* yang berjalan secara *Real-time*. *Real-time game* umumnya lebih menuntut keahlian bermain yang tinggi daripada penyusunan strategi, sehingga beberapa pemain mungkin merasa kewalahan oleh intensitas permainan. Riset ini bertujuan untuk menguji, apakah integrasi konsep *Turn-based* dalam *Real-time Tactical RPG* dapat memberikan tingkat kemudahan dan kesenangan yang setara kepada pemain *Turn-based game* sekaligus pemain *Real-time game*, melalui *game* baru yang dikembangkan berjudul *AXIAL: Prototype*.

*AXIAL: Prototype* dikembangkan dengan metode *Waterfall Model*. Dimulai dari desain berdasarkan analisis aspek *Turn-based* dan *Real-time Tactical RPG*, pengembangan dan uji coba *game*, hingga perilisan dan perawatan. Setiap pemain diberikan kuesioner yang dibuat demi pengumpulan data pengujian.

Berdasarkan hasil analisis data yang telah dikumpulkan, *AXIAL: Prototype* telah sukses memberikan tingkat kemudahan dan kesenangan yang setara kepada semua kalangan pemain. Mayoritas pemain menyatakan bahwa *game* ini lebih menarik daripada *Turn-based game* secara umum, akan tetapi tidak lebih menarik daripada *Real-time game* pada umumnya. Meski demikian, seluruh responden setuju bahwa *AXIAL: Prototype* telah memiliki dasar sistem permainan yang menarik, dengan potensi untuk dikembangkan lebih lanjut menjadi sebuah *game* yang lebih baik.

Kata Kunci: Pengembangan gim, *real-time*, *role-playing game*, *turn-based*, permainan video

## ABSTRACT

Tactical RPG is a subgenre of role-playing game (RPG), where the player controls their character(s) in a grid-based environment. Most tactical RPGs are turn-based, but there are also plenty of tactical RPGs that run in real-time. Real-time games often demand high physical skill rather than strategizing, which might overwhelm certain players. This research was made with the purpose of testing whether or not integrating turn-based concept into real-time tactical RPG would give equal ease and enjoyment for both players who prefer turn-based games and also players who prefer real-time games, through a newly developed hybrid game titled AXIAL: Prototype.

AXIAL: Prototype was developed according to Waterfall Model. Starting from designing the game based on requirement analysis, then implementing and testing the game, and lastly deploying as well as maintaining the game. Players were given a questionnaire in order to collect necessary data.

After analyzing the collected data, it was concluded that AXIAL: Prototype succeeded in giving equal ease and enjoyment to all types of players. Most players stated that this game was more interesting than standard turn-based games, but not more interesting than standard real-time games. Overall, all players agreed that AXIAL: Prototype had the potential to be developed further.

Keywords: Game development, real-time, role-playing game, turn-based, video game.