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Planning of Making the Introducing Edifice Game

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Abstract - When we want to go to someplace and we don't know this place, we need map or sketch. Now a days, to know some location, people use technologies by GPS or MAP software. With this technology, people are more comfortable because he knows this place and not lose a way, but this map software makes people feel boring. To solve the problem of map software and more interactive and innovative and also can help to find the place. We can use game mapping software. Truly game that gives information about way of place location. But with game that edifices details background, that have many floors on that place, can be helpful for people to find the room that will be searched. Because in every floor on the edifice, be gave information about that. Making game with adding details rooms, hallways and floors.

Keywords - Game, Edifice, Detail Rooms

I. INTRODUCTION

When people will go to somewhere, truly need address of there place. Maybe some people who known the place. But, may some people not yet. There are some ways that people use to know address to find any place. Such as asking other people, look map or sketch, or that more modern like google maps, GPS, etc.

Weakness from map is that just showing place for the way. Not yet with content or detail on the edifice. When first time go to somewhere that never before visited, people

will be shy when asking people. To find someplace on the edifice, usually there is sketch which uses to show the way or asking some people. There are some ways that uses to play the game. This game is not a game that addresses not just to play, but aims to address some rooms where on the edifice. Why game? Because the interesting game can be one way to tune out the stress. And with game not only can play, but also can get more knowledge that doesn't teach at school. With game that edifice background and give information about edifice can help to find place that intended. Not only get edifice information but also can be fun to play.

II. THEORETICAL BASIS

A. Map and Sketch

Sketch is small place picture that doesn't do the real rules. Sketch picture usually does not use scale. The measure on the sketch only uses approximation. While the map is picture that shows location. On the map, there is real rules or the scale. Map uses for describing area that are more larger like village, town, province, or country.

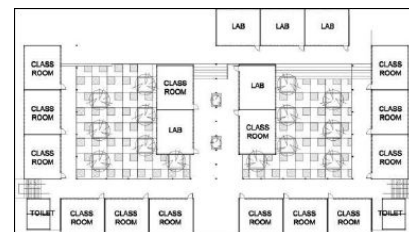


Fig 1. Sketch [1]

Sketch can be used to address rooms on the edifice. But sometimes some people confuse to read that. Map on the print media are like sketch that draws in the paper, map, the way of the public transportation, etc. while the digital media of map are like google-maps or other applications.

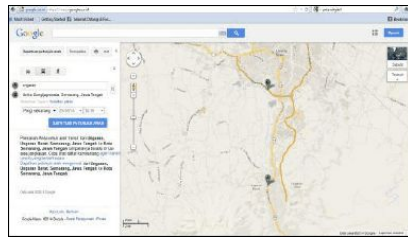


Fig 2. Google Maps [2]

As mentioned above, address only can direction or way route. Not yet can to address detail of edifice.

B. Game

Game is a play that uses electronic media for amusement that made more interest so that player can get something so pleased self. Play game is one way to give specific information, Like educations or information somehow. Designer who make game must be consider some point because of game can really can teach, add more knowledge and increase skill player. [1]

On this journal, contain the planning of making game that intends to address someplace. Game which will be made is that intend game rooms detail on each floor at the edifice. That edifice is Henricus Constant Building where at Unika Soegijapranata.

This game specially intends for newcomers who not yet know about edifice that there. From this game, they can play and also can get the edifice information. Because this edifice occupied by some faculty. This game is game that genre of RPG or Role Play Games. Have way story that as player be new student who want to know about edifice HC details. This game made with 3D model. From the edifice model to player game character.

C. RPG (Role Play Game)

Role Playing Game (RPG) is each game that be intended element experience or leveling on that gameplay. In this game, player usually has freedom to explain that game world, and sometimes on some game players can decide of end game.

RPG Game divides into some other genre, such as:

1) Action RPG

Like general RPG game, but in this be given action element so this not again monoton, and also need skill and agility player for play.

2) Turn Based RPG (TBRPG)

Like general RPG game, but in this player to play like chess or monopoly game. Because player must be wait player turn to play player character.

3) First Person Shooting (FPS)

FPS is game play by the way shoot-out that have main characteristic is uses first person perspective that make player behind the gun.

4) Role Playing Shooting (RPS)

RPS is new genre on game world. Because on this game, player to play game RPG like FPS with shoot-out actions.

5) Third Person Shooter (TPS)

TPS is game that similar game with FPS as have gameplay shoot-out. But this game uses third person perspective.

6) Strategy

Strategy is genre game that have gameplay for adjust each unit or squad to attack enemy quarters. That for win the play. Usually in the strategy game player must be search gold for fund player quarters.

7) Simulation

Simulation is genre that importance realism. All factors on the this game very attend to make similar like the real world. All of value, materials, reference and other factor are based reality. How to play this game also

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different, because control that have enough complicated.

8) Tycoon

Tycoon is game that make the player as a businessman who develop once property for developed to behavior in the market.

9) Racing

Racing game is game similar racing that player enable to control a vehicle for win the racing.

10) Action Adventure

Action Adventure is game like adventure one character who full of actions and will be persist to end game.

11) Arcade

Arcade game is genre game that not focus on the story, but just played "just for fun" or for to chase point or high- score.

12) Fighting Game

Fighting is battle genre game. Like on the arcade, player can put-out potent force on player's battle. This fighting usually one on one on small arena.

13) Sports

Sports is genre that themed sport play. Playsystem will be different depend of sport type on that game. [3]

• Example of RPG Game

Keguci Hotaru. This game is including education game, specially lesson of mathematic. Type of this game is adventure game. Player who playis single player. That is keguci that main character as a student, kotaru as a teacher of kotaru and ichako as prime minister's kid. Short Story:Keguci is student mainstyo of akira college who is given the task to release prime minister's daughter who is name Ichako. She detained by gang. For release she, so keguci must be past some challenge. Before doing the mission, Keguci has overview given by his teacher, Kotaru, about terrains that will Keguci passed. But teacher of keguci just known questions or

problems that he faced. Do Keguci can be finished his mission to release Icako? [4]



Fig 3. Example of RPG [5]

Above is one of layout RPG game. Seen player and object which are in environment that player passed. Picture above, have mission for solve the problem of mathematic (addition) that there are on the lock chest. If player can be solve that, he will move on the 3th stage.

D. Unity Game

Unity is a cross-platform game engine/Unity (game engine) Wikipedia, the free encyclopedia - cite_note-2 game engine with a built-in IDE developed by Unity Technologies. It is used to develop video games for web plugins, desktop platforms, consoles and mobile devices. It grew from an OS X supported game development tool in 2005 to a multi-platform game engine.

Unity Pro: cost aprox. \$1,500 USD or \$75/month subscription for a minimum of 12 months. Unity Free: free, but limited in features and watermarked for web, only available to private and small business.[6]



Fig 4. Logo of Unity [7]

III. METHODOLOGIES RESEARCH

With this game, Player can play and know edifice HC informations. Dengan game ini, pemain dapat bermain dan mengetahui info gedung HC ini. Jadi, dapat mengetahui suatu tempat tapi dengan cara yang menyenangkan. Untuk merancang sebuah game dibutuhkan struktur kerja. Agar dapat diperkirakan apa saja yang harus dikerjakan dan juga agar dapat meminimalkan resiko yang bisa terjadi sebelum, saat dan setelah membuat game.

A. Scheme of Making Game

The following is work scheme that downhen will be make this game.

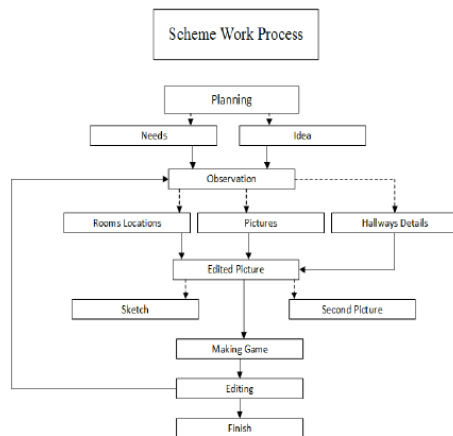


Fig 5. Scheme of Making Game

IV. RESULT AND DISCUSSION

This game uses one of 3D software is UNITY. From that software, hallway can be seen more detail. Form of wall and the room are made from cubes. And details of the rooms are made same with the real shape.

A. Planning

The first thing that is done to make game is game planning. That be planned is game ideas that will be made and what kind of needs to be processed in game. That are paper to be notes, camera to help observation process, and computer.

B. Observation

After finished planning step, it is time to start observation step. Observation is research method by looking the environment. Observation that gets data that really need on making this game.

First step is observation method of making this game is notes and take pictures of the rooms, the name rooms, property like tables, chairs, and paper wall or notice boards location which are along located in the hallway edifice.

C. Making Picture

After doing observation, has been gotten fill-in which are needed. The next step is making the sketches on digital format or put-in data on the computer. Photos which have been take too. For match with real shape, the photos must be cut to looked more realistic.

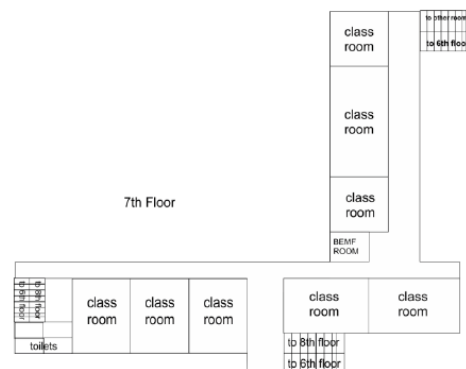


Fig 6. Sketch of 7th Floor

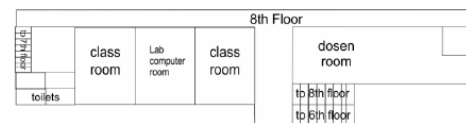


Fig 7. Sketch of 8th Floor

Pictures above are sketch of 7th and 8th floor of HC edifice. That are sketch that before have been draw on paper and have been copy on digital format.

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D. Making Game

On make this game, be done 3D software, that name is UNITY. On this software, the hallways edifice be made by the way sketch that have been draw.

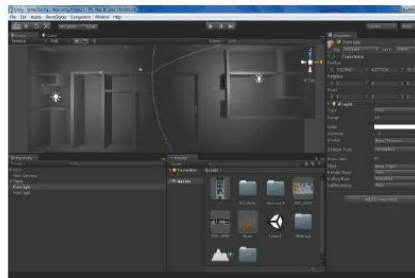


Fig 8. Making Game

Picture above is picture when 3D model from rooms location be made. Model picture has looked from top. Picture layout can be moved according to needed. That can be move bypress right direction buttonon the keyboard. Or can be switch the viewer will be looked from the other view. Like has be looked at the picture below.

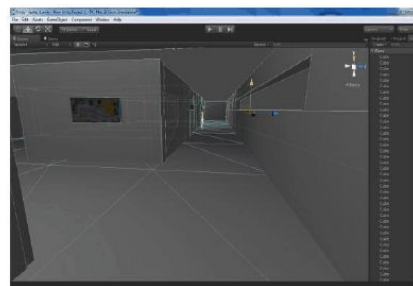


Fig 9. Hallway View

Photos have been taken are modified use editor software for the picture can be import on the UNITY software by .png format. Picture location also be matched with real picture location.

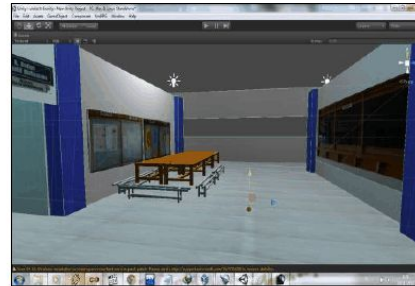


Fig 10. Detail Lorong

Existing property in each floor also bedone same with the real. Like the table, chair and floor. Textureand color of the wall each floor too. Like the picture above.

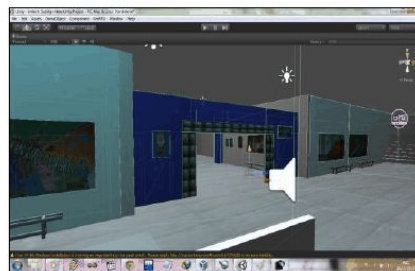


Fig 11. Tampilan Luar

Picture above is layout of HC edifice on the 5th floor. Looks the pictures on the wall. The chairs which be looked also to made like real shape. Making edifice model be made each floor. So, one floor one file.

Because this game byRPGgenre, must be this game have story. On this game, player be played as the new student who want to know about HC edifice. EdificeHC has six floors. Started from 3th floor to 8th floor. Start of the game be started from 5th floor. When go in the game, player be gave edifice general information. Faculty and the study program what are that on the edifice. Next, player walk go in the hallways of floor. When approach or will be enter the room, will be appear general information about the room information. Information that beshowed will like video or just the text.

Character on this game like the human. And be made like human detail. Character can walk by press key direction button on the keyboard.

Each door room will be the trigger for when player enter or approach the door, will be show information from that room. Like text, picture, or video. Each stairs has quest that must be finished by the player. When player will be up with the stairs, player be gave question that make the player more challenged and curious with next floor.



Fig 12. When Playing

Above is layout when game has played. Character can be seen by player. Character can be run with press the directions key on keyboard. When playing, also there are sound effect that support the game. Like the sound of footsteps character and background music game.

V. CONCLUSION

With this game, player can know information each floor of HC edifice. Information that be got not only faculty and program study information but also information room name and locations. This game very helpful for new student specially who want to know about HC edifice. Be expected with this game new student who want to search the room on HC edifice will find that more fast.

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(Arranged in the order of citation in the same fashion as the case of Footnotes.)

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