CHAPTER I

PRELIMINARY

1.1 Background

According Sibero (2009) Games or the game can be classified into two large sections of physical games and games may have frequent physical elektronik.Game we do in our daily lives as children-anak.Like race rope, hide and seek.Permainan here is associated with the motion of the electronic gaming fisik.An interesting phenomenon when virtually all the current games like the game electronics.Electronics is growing very rapidly in many new console.

Scale Survey of Indonesia (SSI) (Accessed on September 22, 2018, url: http: //www.skalasurveiindonesia.com/jenis-musik-yang-dicintai-publik-indonesia/) has conducted research on the most preferred type of music the Indonesian public. As a result, dangdut is the kind of music that became the idol of all the people of Indonesia. A total of 58.1% of public likes dangdut. As the picture below, the order of the most preferred types of music public Dangdut Indonesia is 58.1%, 31.3% pop, folk songs 3.9%, kroncong, 2.6%, Qasida, 1.2% and 0.4% jazz.

JENIS MUSIK YANG DISUKAI PUBLIK INDONESIA

DANGDUT	58.1
POP	31.3
DAERAH	3.9
KERONCONG	2.6
KASIDAH (RELIGI)	1.2
Jazz	0.4
Rock	0.3
LAINNYA	2.3

Games created a Casual game genre. Casual gaming is gaming genre that is not focused on the story, but only played "just for fun" .In this game players will be given a challenge where players must score points as high as possible.

1.2 Formulation of the problem

As for the problems encountered in this study are:

1. How to Make Piano Tiles Classic game genre Casual with construct 2 game engine?

1.3 Scope of problem

Limitation of problems is needed so the study focuses on the results to be achieved, the study provides a boundary problem as follows:

a. Casual games created genre.

b. Game consists of three levels.

c. This game is designed to be played single player.

d. Software used: Construct 2, Audacity, PhotoshopCS5.

e. The operating system that can be used to run this game is a Web-based desktop operating system.

1.4 Purpose and Objective

1.4.1 Research Purposes

The purpose of the research is as follows:

1. Creating a Web-based games as works in multimedia.
2. Produce a game that can be played as well as entertaining players.

1.4.2 Research purposes

The purpose of this research is to implement, develop and broaden knowledge in the field of games especially for the researchers themselves by creating Casual game genre that can provide entertainment.

1.5 Benefits of Research

This study is expected to provide benefits to several parties, among others:

a. for researchers

Making this game can be used as a medium for the implementation of the knowledge gained from the theories of literature available and to get the learning and experience.

b. for Academic

UNIVERSITY AMIKOM contribute to in order to become a university that scored younger generations who are experts in the field of computers.

c. for Players

Can entertain from a sense of saturation, thereby reducing stress and the mind being able to inspire those who are interested in the game Casual.

1.6 Research methods

The study outlines ways of obtaining the data used for the study.

1.6.1 Method of collecting data

1.6.1.1 Interview method

(Stewart, CJ & Cash WB 1982) interview as a communication process Dyad (interpersonal), with a predetermined goal, a serious nature, which is designed to create interactions that involve the activity of asking and answering questions.

1.6.1.2 methods of Observation

(Morris, W. 1973: 906) observed as a symptom of activity recorded with the aid of instruments and recorded it with scientific purposes or any other purpose.

1.6.2 Game Development Method

1.6.2.1 Understanding the Game Design Document

(Dorner, Gobel, Effelsberg & wiemeyer, 2016) Game Design Document (GDD) to describe the flow of design documents for design game.Game Design Document is created and developed and shown to the gaming industry for the development of team.Dokumen created and developed by the team as a merger between designer , artists and programmers as a guide to make the process of evolving.

1.6.3 Testing methods

(Liana, L, 2015) Software Testing is a critical element of software quality assurance and represents a fundamental study of the specification, design and coding. The test represents an abnormality that occurs in software development. During the initial definition of the development phase, the development seeks to build software from an abstract concept to implementation.

1.7 Writing system

Writing thesis report is organized into five chapters. Systematics of writing this report will be described as follows:

CHAPTER I INTRODUCTION

This chapter describes the background, problem formulation, problem definition, purpose and objective of the research, which is used as a reference in the thesis research, the research methods to be used and systematics of writing a thesis.

CHAPTER II BASIS THEORY

Contains the literature review, the basic theory, basic theory of citations from reliable sources that are used as a reference in the study. Basic theory must be accountable scientifically to include reference sources that have recognized the truth.

CHAPTER IV ANALYSIS AND DESIGN

This chapter describes the analysis and design of lines of inquiry. In which there is a draft of the design flow of research and the manufacturing process.

CHAPTER V IMPLEMENTATION AND DISCUSSION

This chapter describes the implementation of the analysis and the lines of inquiry in accordance with the design that has been done.

CHAPTER V CLOSING

This chapter contains the conclusion of the research results obtained in accordance with the purpose of research.

REFERENCES