

PEMBUATAN GAME “BLAST OFF” MENGGUNAKAN UNITY

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ABSTRACT

“Blast Off” is a physics puzzle 2D game which is developed under game development software Unity. The player controls a member of demolition squad who test an experimental type of bomb. Player uses a variety of bombs with different special effects to destroy buildings. Testing is done with questionnaires filled out by 30 respondents. The results from the testing is an improvement in design and visual quality of the game.

Key words

Blast Off, Bomb, Physics Game, Puzzle Game, Unity