[THE DEVELOPMENT OF ADVENTURE PLATFORMER GAME FOR PRESERVING HERITAGE OF FOLK TALES (NUSANTARA WORLD)]

[AIMAN ZAMANI BIN ROSLI]

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This report is submitted in partial fulfillment of the requirements for the Bachelor of [Information Technology (Game Technology)] with Honours.

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FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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[YEAR OF SUBMISSION]

DECLARATION

I hereby declare that this project report entitled

[THE DEVELOPMENT OF ADVENTURE PLATFORMER GAME FOR PRESERVING HERITAGE OF FOLK TALES (NUSANTARA WORLD)]]

is written by me and is my own effort and that no part has been plagiarized without citations.

STUDENT : AIMANZAMANI BIN ROSLI Date : 22/09/2023
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I hereby declare that I have read this project report and found this project report is sufficient in term of the scope and quality for the award of Bachelor of [Information Technology (Game Technology)] with Honours.

SUPERVISOR : DR. NUR RAIDAH BINTI RAHIM Date : 22/09/2023
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DEDICATION

Praise the almighty God, ALLAH SWT upon his blessing.

To my beloved parents, thank you for everything that you have done for me during this tough moment. All support, love, encouragement, prayers, and motivation push me to complete this project.

To my supervisor, Dr. Nur Raidah Binti Rahim and my evaluator, Ts. Syariffanor Binti Hisham, thank you so much for being such a caring advisor. Your support motivates me to strive to do the best of my abilities.

To my classmates and friends who have been through thick and thin, thank you so much for your continuous support and feedback. Without them, I could not complete this project as well as it is right now.

Finally, thank you to Universiti Teknikal Malaysia Melaka for assisting me and providing me with the best guidance that I could ask for.

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I would like to express my gratitude and acknowledgment to my beloved parent for the love and care they provided to me without fail. I would not be able to continue in completing this project if not for their support and motivation.

I would also like to thank my best supervisor, Dr. Nur Raidah Binti Rahim for believing in my ability to complete this project without fail. Your guidance and feedback have helped me improve the quality of my project tremendously.

I am also very grateful because a lot of my friends give me motivation to make this project. I pray for the best for them.

Thank you all for all the support and assistance.

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ABSTRACT

This final project is about development of adventurer platformer game for preserving heritage of folk tales. The story that I choose is “Hikayat Hang Tuah” because most of the younger generation only know that Hang Tuah is a loyal and fearless warrior but they never know about the story. I also use the adventure platformer game to deliver the story because this genre is really easy to understand and straight forward to the target users. They only need to know the basic movement and try to avoid the obstacles. After they play game, they will be served with the short story of “Hikayat Hang Tuah”. Research process that been used is survey and getting direct feedback from target users, friends, and lecturers. With all of the feedback, I came out with this project.

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ABSTRAK

Projek akhir ini adalah mengenai pembangunan permainan platformer pengembara untuk mengekalkan warisan cerita rakyat. Cerita yang saya pilih ialah “Hikayat Hang Tuah” kerana kebanyakan generasi muda hanya tahu Hang Tuah seorang pahlawan yang setia dan tidak gentar tetapi mereka tidak pernah tahu tentang kisah tersebut. Saya juga menggunakan permainan platformer pengembaraan untuk menyampaikan cerita kerana genre ini sangat mudah difahami dan terus kepada pengguna sasaran. Mereka hanya perlu mengetahui pergerakan asas dan cuba mengelak halangan. Selepas mereka bermain permainan, mereka akan dihidangkan dengan cerpen “Hikayat Hang Tuah”. Proses kajian yang digunakan adalah tinjauan dan mendapatkan maklum balas langsung daripada pengguna sasaran, rakan-rakan, dan pensyarah. Dengan semua maklum balas, saya keluar dengan projek ini.

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LIST OF ABBREVIATIONS

FYP	**-**	**Final Year Project**

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CHAPTER 1: INTRODUCTION

1.1 Background

Nusantara World is a Adventure Platformer game that using “Hikayat Hang Tuah” as the main plot of the story. It is an adventure platformer game. The theme of this game is Magical Nusantara World adventure. This game is inspired by games like Super Mario Bros, Prince of Persia: The Shadow and the Flame and Dead Cells. The objective of this game is the player has to survive with the given life points until the end of the level to go to the next level which is more difficult and more challenging. The player will face various enemies throughout the game.

The target audience of this game is people aged 6 to 12 years. The platform that will be used to play this game is PC or laptop. The game will be developed using the Unity engine. There 3 objectives why this project will be developed, first to prevent legends and folk tales in Malaysia from being forgotten by the younger generation. Second, to provide entertainment that comes with a bit of knowledge about legends and folklore in Malaysia. Third, give an impression to the younger generation that games related to Malaysia are also comparable to games abroad.

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1.2 Problem Statement

The stories and folktales that have served as priceless sources of knowledge, cultural legacy, and role models are being increasingly forgotten by the younger generation, a worrying tendency that needs to be addressed. This forgetting is a serious problem because it isolates them from their origins, prevents them from

comprehending their cultural identity, and prevents the growth of moral and constructive ideals.

Throughout human history, legends and folktales have been crucial in transmitting beloved tales from one generation to the next. These stories frequently offer insightful lessons in life, cultural values, and moral precepts that have governed cultures for ages. The younger generation, however, seems to be growing more cut off from these rich traditions in the current period, which has resulted in a worrying loss of understanding and appreciation for the wisdom found in these tales.

The younger generation's attention has been captured by the pervasiveness of digital entertainment, social networking, and video games, taking it away from more conventional storytelling formats. The accessibility of contemporary entertainment frequently obscures the importance of legends and folktales, leading to their neglect.

1.3 Objectives

The objectives of the project are as follow:

- To study the requirement of adventure platformer game that appropriate to the heritage genre.
- To develop an adventure platformer game for folk tale.
- To evaluate the effectiveness of the game in delivering the message of the folk tale to the users.

The user will experience the game that can deliver the story of “Hikayat Hang Tuah” while playing it.

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1.4 Goal and Genre

The objective of the game is to convey to the players the moral of a particular folktale, enticing them to interact with and value the values, morals, and cultural heritage ingrained in the tale. The game attempts to secure the preservation and comprehension of the folk tale's value while forging a closer link to conventional narratives by immersing players in an interactive and compelling experience.'The Nusantara World' is adventure platformer game with pixel environment. The project is developed by using Unity.

1.5 Game Features

The game feature a character that need to avoid all the obstacle to the end of every level. At the end of each level there will be a cut scene about the story of "Hikayat Hang Tuah". The player needs to pass all the level to see the continuation of the story. All the levels have different difficulty making the game more challenging and fun. The target player of this game is children between 6 to 12 years old. Children at this age are more entertain with more colorful and non-complicated game.

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1.6 Conclusion

In conclusion, a folktale-based adventure platformer game offers a unique chance to blend engaging gameplay with the rich cultural history and morals that the tale instills. Players can fully immerse themselves in a universe that captures the heart of the story by combining special skills that were inspired by the folktale's characters, objects, and themes.

The game can immerse players in another culture by using graphic design, music, and sound effects to take them to the scene of the folktale. This immersion is further enhanced by including language, conversation, traditions, and symbols, which promotes a stronger connection to the cultural setting.

CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

Every game development project starts with a literature review, which gives a thorough understanding of the topic and serves as a spark for original innovation. Conducting a literature review is very crucial when creating an adventure platformer game based on folktales. To complete this process, one must immerse themselves in the vast tapestry of folktales, myths, and legends that have enthralled people from all over the world for ages. The project approach for an adventure platformer game may include of stages like concept development, storyboarding, character and level design, programming, playtesting, and refinement. To guarantee the successful realization of the imagined game, each stage is meticulously planned, carried out, and evaluated.

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2.2 Genre

By pulling inspiration from the rich tapestry of traditional stories, myths, and legends, the genre of adventure platformer games based on folk tales provides players with a distinctive and engrossing experience. These video games incorporate platforming and adventure gameplay with the alluring stories and enchanted settings found in folktales. Players assume the role of a protagonist who sets out on a quest through fanciful settings, which frequently include beautiful forests, historic sites, ethereal regions, and otherworldly scenery. Players can do movements including jumping and climbing in order to cross perilous terrains, conquer obstacles, and use the platforming mechanics.

2.3 Existing Game

There are many examples of existing game of this genre. A few will be discussed below.

2.3.1 Introduction of Existing Game

A similar game will be discussed to determine whether the project that been developed are relevant to the younger generation.

a) Ori and The Blind Forest

Platform-adventure game Ori and the Blind Forest, created by Moon Studios, was released in 2015. It has become well-known for its breathtaking aesthetics, moving tale, and difficult gameplay.

Players take on the role of Ori, a guardian spirit who sets out on a mission to save the Nibel forest, which is on the verge of extinction, in Ori and the Blind Forest. The game is set in a gorgeously hand-painted universe with lush backdrops, challenging level design, and moody lighting.

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Platforming, exploring, and puzzle-solving are all incorporated into Ori and the Blind Forest's gameplay. Players use Ori's acrobatic skills to jump over, climb, and glide over barriers as they move through a variety of connected regions. As they go, players acquire new abilities and upgrades that open previously inaccessible locations and disclose the secrets and lore of the forest.

Figure 2.1: Ori and The Blind Forest title

Figure 2.2: Ori and The Blind Forest menu

Figure 2.3: Ori and The Blind Forest gameplay

a) Hades

The action role-playing game Hades, created by Supergiant Games, was released in 2020. It has won praise from critics for its engaging storyline, exciting gameplay, and visual presentation.

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Players assume the role of Zagreus, the son of Hades, in the video game Hades as he tries to get out of the Underworld and onto the surface. Players traverse a succession of constantly evolving chambers including adversaries, traps, and prizes as they advance through the game. The gameplay incorporates roguelike principles, dungeon delving, and fast-paced combat.

A range of weapons with distinct playstyles, special abilities, and magical blessings bestowed by the gods of Olympus are used in the fierce and exciting combat in Hades. Players fight a variety of enemies and mythological creatures in hack-and-slash encounters.

Figure 2.4: Hades title

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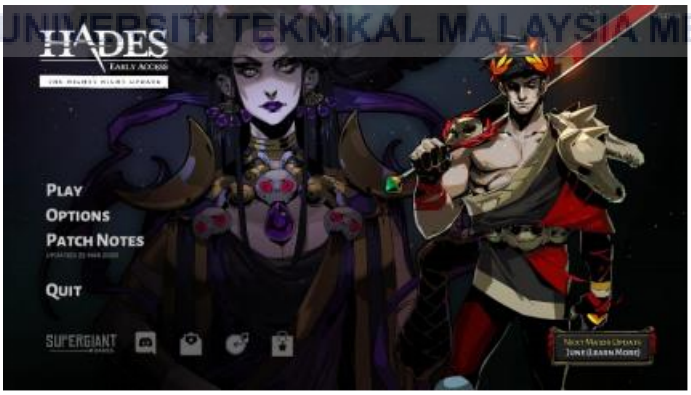

Figure 2.5: Hades menu