Implementation of Six Mini Games Module for Heart Meister Game System on Unity 2D by Applying Builder Pattern

Student’s Name : Afrizal
Student’s ID : 5110 100 214
Department : Informatics Engineering, FTIF-ITS
First Advisor : Imam Kuswardayan, S.Kom., M.T.

ABSTRACT

Heart Meister is a social game which run in smartphone device. It has Role Play Game (RPG) genre with fantasy theme. The main gameplay of this game is battle between player’s pet. Each pet has some attributes as indicator of its strength. Each attribute can be enhanced by completing any dungeon. But sometimes there are players who want to enhance their pet as fast as possible in order to make it stronger. Thus this game requires a system that can handle this problem.

This mini games module is proposed to meet the need of pet’s attributes enhancement in Heart Meister game. Each pet’s attribute can be enhanced with different mini game. The result of enhancement depends on capability of player to completing the mini game.

This mini games module is developed with applying the concept of Builder Pattern. Builder pattern is used to organize the process of constructing level on each mini game. Thus the implementation of builder pattern will simplify the process of level construction if the new level is needed.

Keywords: Builder Pattern, Heart Meister, Mini Games, Unity 2D