ABSTRACT

Heart Meister is a social game which runs in smartphone devices. 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 an 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 games. The result of enhancement depends on the capability of the player to complete the mini game.

This mini games module is developed by applying the concept of Builder Pattern. Builder pattern is used to organize the process of constructing levels 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