DESIGN AND IMPLEMENTATION OF NEWSPAPER COMPANY SIMULATION GAME

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Abstraction

Computer Games, recently, has become a need for every person who work in information technology. Computer game also has become a sector which use many kind of computer science.

One most popular kind of computer games is simulation game. This conclusion is gained because, simulation game, besides entertaining, is also educating and can be used as a training for the peoples who work in a sector that simulating in the game. Simulation game also don’t need large memory space or hard disk capacity.

Macromedia Flash with his programming language, Action Script, still become a software that most often used to make computer game. It is because of Flash is easily understandable and operated. Flash also is a multifunction software. Besides it make easier to create an animation, it also can be used to make an applicative software with complex algorithm, included to make a computer game.

Finite State Machine, which is one kind of artificial intelligents is proven to be used almost in all computer games, will also applicated in this computer game as a retail newspaper buyer which have four state, which are arrive, buy, not buy, dan leave.
Main story of the game is to bring the newspaper company achieve a profit in last day of 2009. In this game, player control headline choosing, price, page number, assets buying, and marketing.

Keywords: Simulation Game, game programming, Finite State Machine, Macromedia Flash, Action Script.