ABSTRAK

Pada Tugas Akhir ini telah dilakukan eksplorasi gameplay dan menyusun anatomi game Rising Force. Eksplorasi terhadap game Rising Force dilakukan untuk dapat mngetahui dan memahami selak-beluk game tersebut, serta mengnalisis penyusunan anatomi game Rising Force serta kita dapat menjelaskan serta menggambarkan anatomi dari Game Rising Force.

Pada game Rising Force dianalisis juga penerapan nonlinearity, nonlinearity pada game Rising Force dilakukan dengan cara bermain game sebanyak 2 kali, cara ini dapat memudahkan penulis untuk mengetahui aspek nonlinearity pada game rising force. Bahkan kita akan mengetahui perbedaan pada saat permainan pertama dan permainan kedua, pada setiap level player diberikan kebebasan mengeksekusikan apapun diluar misi yang di tentukan. Dengan kata lain penerapan Nonelinearity pada game Rising Force, memahami apa saja yang dibutuhkan untuk menaikkan level dan mengerjakan misi, dan bagaimana cara mendapatkan uang.

Hasil dari uji coba untuk peningkatan level dilakukan secara berbeda tiap levelnya, dan terbukti adanya perbedaan dari permainan pertama dan permainan kedua. Namun disini juga terbukti walaupun penerapan nonlinearity pada setiap level berbeda, player akan tetap mendapat misi – misi berikutnya yang bersifat Endless Game.

Kata kunci: Game, *Gameplay*, *Game Mechanic*, Endless Game, *Game Balance*, *Nonlinearity* Rising Force

ABSTRACT

In this final project has been done exploration of gameplay and arrange anatomy game Rising Force. Exploration of the Rising Force game is done to be able to understand the intricacy of the game, and analyze the preparation of Rising Force game anatomy and we can explain and describe the anatomy of Rising Force Game.

In the Rising Force game is also analyzed the application of nonlinearity, nonlinearity in the game Rising Force is done by playing the game 2 times, this way can make it easier for writer to know aspect of nonlinearity at game rising force. In fact we will know the difference during the first game and the second game, at each player level is given the freedom to execute anything outside the specified mission. In other words the application of Nonelinearity in the game Rising Force, understand what it takes to level up and do missions, and how to earn money.

The results of trials for level ups are performed differently on each level, and there is evidence of a difference from the first game and the second game. But here is also evident although the application of nonlinearity at each level is different, player will still get the next mission that is Endless Game.

Keywords: *Game, Gameplay*, *Game Mechanic*, Endless Game, *Game Balance*, *Nonlinearity* Rising Force