ABSTRACT

Battle on 10 November in the city of Surabaya, Surabaya tells people persistence in the face of the allied invasion ride with the Netherlands to seize power in Indonesia. With the development of game engine technology that makes it indie game makers to be able to create their own games.

FPS game with establishment itself includes case studies battle on 10 November in the city of Surabaya, the manufacturing planning, implementation manufacture and testing. Game engine that is used in this final project is the Unity 3D.

Making this game is one way to give an overview of what happened in the battle on 10 November in the city of Surabaya, through interactive media that game.

Keywords: Games, First Person Shooter, Unity 3D, Battle 10 November Surabaya.