# ABSTRACT

*The legend of Mataram Kingdom is a story of the history of a Kingdom in Central Java's largest which later broke into two parts in different cities. Until recently, the Yogyakarta and Surakarta which is a result of the splitting of the Mataram Kingdom is still commonly known as Kraton area. This means that the two regions are still embraced a system of Government in spite of a much different form than the form of the monarchy. By looking at the thing in the history of the Mataram Kingdom contained many figures influential in its heyday. The purpose of the application is made is to help users know the figures – figures and events – events of Mataram with alternative media game 2 dimensional method using a linear Sequential Model SDLC workmanship. Based on the results of a survey that has been enclosed in this book, applications created with two-dimensional games media has been running fine and according to the purpose of the making of the application. And the conclusion of the application that has been made is very user find it helpful in knowing the character – an influential figure during the heyday of the Mataram Kingdom.*

*Keywords: Kingdom of Mataram, 2-dimensional, SDLC Linear Sequential Model*