

ABSTRACT

The introduction of fruits using an Android-based puzzle game application for early childhood with 2 (two) dimensional objects will be easy to understand. Children often ask questions about the fruit they eat, both in terms of fruit taste and color, and shape. The purpose of this author is to make a puzzle game application to help introduce fruits to early childhood. The method used in developing this application is the Game Development Life Cycle (GDLC) which consists of Initiation, Pre-production, Production, Testing, Beta, and Release. The software used in implementing this uses Unity, CorelDraw, Visual Studio Code, and Photoshop which is used to create puzzle game applications. From the final results can be produced an application program based on android that can be run on a smartphone with the application name Susun Buah Puzzle. With this application, can provide a clear picture of the introduction of 10 (ten) fruits and can improve cognitive development, memory, and concentration of early childhood.

Keywords: Fruits, Puzzle Games, Early childhood