ABSTRACT

Garuda is a Hindu mythological creature that is used as a symbol of the Indonesian state and the symbol of Pancasila which has been used for decades and the Garuda symbol has become a unifying pillar of the Indonesian state so far. However, most Indonesian people still don't know the story of how Garuda was chosen as the symbol of the State of Indonesia and in Indonesia there is also still a lack of games that carry the mythological stories of the archipelago. As a Concept Game Environment Artist, the author knows that there is a lack of games with an environment design that depicts the mythological story of the archipelago and the absence of a fantasy-themed environment design for games with the mythological story of Garuda. Therefore, the purpose of making this game as a way to provide insight to the Indonesian people about the story of Garuda being used as a symbol of the State of Indonesia and also this game is one of the games that has an environment design that can provide an overview of the world in Garuda mythology. in this design, the author makes a concept with the photobash method with the aim of making it easier and faster for the author to make the concept of this game. After that, the author designed the tileset and in-game background with 2D pixelate style. In this game, players will find various forms of Hindu temples at several stages in this game, and this is also one of the author's ways to provide insight into the structure of Hindu temples based on ancient Hindu kingdoms in Indonesia such as the Mataram Kingdom. and Kediri.

Keywords: Fiction, History, Mythology, Struggle.