

ABSTRACT

This study focuses on the introduction of procedures for making Bogor specialties so that they are still known by many people. Factors that cause these foods are still unknown, namely because of the decreasing number of traders who sell them. Therefore, the researcher aims to introduce the procedures for making Bogor specialties through mobile game media. Lifting three menus from three types of food and drink as the object of research. This study uses a qualitative method by collecting observation data, literature study, similar works, questionnaires, and interviews. This research produces a Game Design Document as an illustration of the design of a two-dimensional graphic mobile game with a visual style, namely chibi and the casual – strategy (time management) genre.

Keywords: *Bogor, entertainment, introduction, mobile game, special food.*