

ABSTRACT

In social life there are often cases of children experiencing parenting caused by negligence of parents in educating children such as stubborn children and children who like to go against their parents' orders, plus the provision of gadgets to children at a very early age so that children are prone to wrongly choosing content that shouldn't be for their age.

Photon Starlight was developed to increase the values of character that can be applied by children in the real world. The author choose users aged 5 – 12 years as a sample of game users, because at that age the users were in the shopping stage so they could still be nurtured. The results of the application of this game are expected to make users have more noble character for the sake of form a good person for the family, nation, and country.

Keywords : Game, Renpy, Character, Children