

ABSTRACT

Tower Defense game is a strategy game that presents unique challenges at each level. The game's development requires several aspects, including concept creation, design, asset gathering, assembly, testing, and distribution. The game's creation also involves refining and testing features and functionalities to ensure player satisfaction. Game development relies on tools, and one commonly used tool in this process is the Unity Game Engine, which is suitable for novice programmers and has extensive community support. In game development, the Multimedia Development Life Cycle (MDLC) methodology is suitable for guiding the development process as games fall into the category of interactive multimedia. The MDLC method encompasses all the necessary stages of game development. The MDLC development stages are particularly suitable for small-scale developers whose game outputs are still in beta versions. Overall, the combination of Tower Defense game development and the MDLC methodology offers a comprehensive approach to creating an engaging game. The application of MDLC ensures a systematic development process, resulting in a satisfying player experience. Utilizing tools like Unity Game Engine facilitates efficient and beginner-friendly game development.

Keywords: Tower Defense Game, strategy, game development, Unity Game Engine, Multimedia Development Life Cycle (MDLC), interactive multimedia.