

ABSTRACT

This research aims to develop and analyse the process of making an Android-based jumping game. This game is designed using the Android Studio software development platform and the Java programming language. This research covers the steps of game creation, from design planning, jump feature implementation, to testing. The creation of this jumping game involved the use of software development techniques, including responsive and aesthetically pleasing user interface design, intuitive game control settings, and the integration of graphics and sound elements to enhance the gaming experience. In addition, this study also evaluated the performance of the game, including responsiveness, stability, and device resource usage. The method used is the Multimedia Development Life Cycle (MDLC). This research is expected to provide guidance for game developers who want to create Android-based jumping games. Thus, this research can be a contribution to the development of interesting and entertaining mobile games. The result of this research is an Android-based Dino Jump game that is played by jumping through several spikes and floors.

Keyword: Android Game, Android Studio, Black Box Testing, Jumping Game