

ABSTRACT

The evolution of time continually brings about changes from one era to another, moving towards more modern trends. However, today's younger generation seems to have lost interest in traditional cultural arts, posing a threat to cultural heritage, such as traditional wayang (shadow puppet) performances. Therefore, this final project aims to develop a video game titled "WIRACARITA: Ramayana," based on the tale of the Ramayana, a highly influential folk story within Indonesian culture. The game will be implemented in the form of a 2D side-scrolling video game, a genre that engages players in horizontal adventures within the game world. "WIRACARITA: Ramayana" will focus on the player's efforts to assume the role of Rama, the main character in the Ramayana, as they undertake various missions and challenges to rescue his wife, Sinta, from captivity under the rule of Ravana, the story's antagonist. By using wayang characters as models, this game will provide a strong cultural ambiance, merging elements of traditional Indonesian art with modern technology.

Keywords: video game, culture, wayang, side scrolling, 2d