Abstract

Platformer game is one of game's genre that make player have to pass platforms and have to avoid obstacles to finish the game. There are similar characteristic in most platformer games such as platforms, obstacles, movement aids, collectible items, and triggers. By that same game characteristic, game engine that implement data-driven programming can be used to simplify game development process. Data-driven programming separates data and logic that has been used by the game which every change of its data will affect the game runtime. In this research, the objective is to find the suitable design on data-driven programming that can satisfy 2-Dimension (2D) game platformer's requirement then implement it as game engine. Furthermore, the game engine is also tested and analyzed to know how far it could assist in game development.

Key word: Data-driven programming, game engine, platformer game.