

DEVELOPMENT OF AN ANDROID-BASED FPS GAME "LEFT BEHIND" USING UNREAL ENGINE 5 VISUAL SCRIPTING METHOD

ARI DAVID FERNANDEZ

*Informatics Study Program, Faculty of Science & Technology
University of Technology Yogyakarta
Jl. Ringroad Utara Jombor Sleman Yogyakarta
E-mail : arifernandez1200@gmail.com*

ABSTRACT

The development of the gaming industry in Indonesia is very far behind the games circulating on the international market. Therefore, local game developers need to improve their quality so that local games can compete with games circulating in the international market. The aim and benefit of preparing this report is to develop an FPS game entitled "Left Behind" which can provide entertainment to users. Apart from providing entertainment to users, it is hoped that this report will be an inspiration for developers in expressing their work in making games. This FPS game "Left Behind" was modeled and developed using the Unreal Engine 5 application as the game engine. Unreal Engine 5 is an open source game engine released in 2022 so it can provide high quality graphics. The FPS game "Left Behind" is a simple game. Players will be tasked with defeating zombies whose numbers increase and become stronger over time. There is only 1 map that players use to play, but there are additional maps and new features that will be released in future updates.

Keywords: Game, FPS, Zombie, Left Behind, Android, Unreal Engine 5