

ABSTRAK

Transformasi teknologi digital mendorong pengembangan game sebagai media interaktif yang dinamis. *Stickman Hero Adventure* adalah game petualangan 2D side-scrolling berbasis Unity dengan narasi minimalis dan estetika sederhana untuk mengeksplorasi mekanika aksi-refleksif. Penelitian ini menggunakan metode Research and Development (R&D) dengan model Waterfall yang meliputi analisis, perancangan, implementasi, dan pengujian. Karakter stickman dipilih karena desainnya minimalis, sederhana, namun tetap potensial dikembangkan untuk menghadirkan gerakan yang lebih beragam dan ekspresif tanpa memerlukan detail grafis kompleks. Pengujian dilakukan melalui scenario testing serta evaluasi kuesioner untuk mengukur fungsionalitas dan kepuasan pengguna. Hasilnya, game terbukti layak secara fungsional dan memperoleh tingkat kepuasan positif, sehingga berpotensi dikembangkan lebih lanjut sebagai prototipe game lokal berbasis platformer interaktif.

Kata kunci: *game 2D, Unity, side-scrolling, aksi-refleksif, waterfall*

ABSTRACT

The digital technology transformation encourages the development of games as dynamic interactive media. Stickman Hero Adventure is a 2D side-scrolling adventure game developed using Unity, featuring a minimalist narrative and simple aesthetics to explore reflex-based action mechanics. This study employs the Research and Development (R&D) method with a Waterfall model consisting of analysis, design, implementation, and testing phases. The stickman character was chosen for its minimalist and simple design, yet it still has the potential to be further developed to present more diverse and expressive movements without requiring complex graphic details. Testing was carried out through scenario testing and questionnaire-based evaluations to measure functionality and user satisfaction. The results indicate that the game is functionally feasible and received positive user satisfaction, suggesting its potential to be further developed as a prototype of an interactive local platformer game.

Keywords: *2D game, Unity, side-scrolling, reflex mechanics, waterfall model*