

ABSTRAK

A Path To The Light merupakan *game platformer 2D* yang dikembangkan menggunakan *Unity Engine* dengan nuansa gelap. *Game* ini dirancang untuk memberikan pengalaman bermain yang menantang namun tetap mudah dipahami, melalui kombinasi mekanik platformer klasik dan narasi visual yang disampaikan tanpa penggunaan teks maupun dialog. Proses pengembangan mengikuti model Waterfall, yang mencakup tahap analisis kebutuhan, perancangan, implementasi, serta pengujian. Permainan ini ditujukan untuk platform PC, dengan fitur utama berupa kontrol karakter yang responsif, rintangan interaktif seperti *pressure plate* dan *spike door*, rintangan dinamis berupa *falling platform*, *spike trap*, dan *destroy box*, mekanisme pencahayaan berbasis obor, serta sistem *checkpoint* untuk meningkatkan kenyamanan bermain. Evaluasi dilakukan melalui playtesting terhadap 20 responden berusia 16–25 tahun menggunakan kuesioner skala Likert untuk menilai aspek visual, atmosfer, kontrol, tingkat kesulitan, dan pengalaman bermain secara keseluruhan. Hasil uji coba menunjukkan bahwa 85% responden menilai game ini layak dimainkan oleh pengguna pada rentang usia tersebut, dengan sebagian besar menyatakan efek pencahayaan, atmosfer gelap, dan tingkat tantangan sudah seimbang. Dengan demikian, *A Path To The Light* berhasil menghadirkan pengalaman bermain yang imersif melalui visual sederhana, atmosfer kelam, serta elemen interaktif yang mendukung eksplorasi.

Kata Kunci : *Game Platformer 2D, Sistem Pencahayaan, Waterfall Model, Unity Engine, Narasi Visual*

ABSTRACT

A Path To The Light is a 2D platformer game developed using the Unity Engine with a dark atmosphere. The game is designed to provide a challenging yet accessible experience by combining classic platformer mechanics with visual storytelling delivered without text or dialogue. The development process followed the Waterfall model, which includes the stages of requirements analysis, design, implementation, and testing. The game is targeted for the PC platform, featuring responsive character controls, interactive obstacles such as pressure plates and spike doors, dynamic challenges including falling platforms, spike traps, and fragile boxes, a torch-based lighting mechanism, and a checkpoint system to improve playability. Evaluation was conducted through playtesting with 20 respondents aged 16–25 using a Likert scale questionnaire to assess aspects of visuals, atmosphere, controls, difficulty level, and overall gameplay experience. The results show that 85% of respondents considered the game suitable for players within that age range, with most stating that the lighting effects, dark atmosphere, and level of challenge are well balanced. Therefore, A Path To The Light successfully delivers an immersive gameplay experience through simple visuals, a gloomy atmosphere, and interactive elements that support exploration.

Keywords: *2D Platformer Game, Lighting System, Waterfall Model, Unity Engine, Visual Narrative*