

Chapter V

CLOSING

5.1. Conclusion

Narcotics, psychotropic drugs, and other addictive substances (drugs) are a national problem that can destroy the future, especially among teenagers. The effects of drug addiction can damage the physical and psychological condition of teenagers, resulting in limited social interaction. In particular, the chain of drug abuse among teenagers begins with an unhealthy social environment. The narrative game “Ilusi Atramenta” is a digital game designed with the aim of reawakening young adults aged 15-21 to the dangers of drug abuse. This game includes 3 modes, namely narrative dialogue mode, minigame mode, and level mode. The story presented in the game is a fictional story using an allegorical game approach, where the game story has a figurative meaning behind it as an effort to convey a message about drug abuse with a deep meaning. The genres featured are popular among teenagers, namely Adventure and Role Playing Game, where players will follow Mist's story as he learns about a forbidden object called Atrament (an allegory for drugs) while searching for the meaning of peace in another world. During the game, several dialogue options will appear as story variations that can influence the ending of the game session. With the narrative game “Ilusi Atramenta,” it is hoped that players can grasp the hidden message behind the allegorical story through symbols and figurative meanings that can be understood in the epilogue of the story, in an effort to make young adults aware of the potential for drug abuse.

5.2. Suggestion

Game design requires many assets, ranging from character design, background, User Interface (UI), animation, tilemap, to cutscenes, so that the visual elements presented are more attractive. The suggestions received from the examiner and supervisor that were applied in this design were the addition of gameplay levels to increase the excitement of the game with obstacles created through level design. Thus, this design, which initially only had a narrative mode as its main content, can be improved with the addition of a level mode as the main gameplay.

Finally, the author's suggestion for future designs is to pay attention to time management, game design concepts, and the efficiency of asset production, considering the large number of assets required and the time needed.