Abstract

The games technology has been gaining quite popularity in the industrial development. It is been quite a fast industrial concern from games to movies. The sales of games technology are also increasing within days. It is not only because of using games is fairly interesting tools but also more to the technological trends. Although it is really good, not all can use this technology effectively. Creating game based application is not easy and straightforward. It is laborious and requires good knowledge of art and programming skill.

In order to enhance the usage of game technology, certain methods and tools have been invented. Most popular is game engine. With this system, building game is very simple and quick. A game interface also being used to help developer in using game engine. It is very powerful indeed, however learning to use is not simple and takes time. Although game engine has provide simplest approach but again developer needs programming skill knowledge.

The thesis will focus on building a game authoring tool with the existing game engine. The thesis tries to combine authoring tool system with game engine system. The thesis also tries to create and independent system where updating is not a concern. The updating here refers to the separate architecture between authoring tool and game engine. It is intended to do so because of whenever there is one of the systems is obsolete; developer can replace it without changing the design structure. In the complete system test, it shows that the authoring tool can help new user learning their game development. Furthermore authoring tool shows significant process reduction compared to program it manually.

Keywords
Game engine, authoring tool, game development, design template.