

**3D SON OF FARMER GAME WITH BLENDER GAME ENGINE USING
MULTIMEDIA DEVELOPMENT LIFE CYCLE METHOD**

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Abstract

Game is a fun entertainment for its users, due to the attractive visual quality so that someone's interest in gaming always increases. Therefore, a structured stage is needed so that game creation does not take a lot of time. Multimedia Development Life Cycle as a digital development method that has 6 stages, namely concept, design, collecting material, assembly, testing, and distribution can provide solutions in making games. Blender applications that are equipped with the Blender Game Engine feature can help in creating a 3D game without having to use other supporting software. Son of Farmer 3D game based on questionnaire testing with 20 respondents stated that this game was good, and this game has been downloaded by 25 people in mediafire.

Keyword : 3D, games, Blender