

UNIVERSITI TEKNOLOGI MARA

**STORY RECONSTRUCTION OF PAHANG FOLKLORE
IN GAME DESIGN: PUTERI WALINONG SARI**

MUHAMMAD DAINEL HAIQAL BIN AHMAD NORDIN

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CONFIRMATION BY EXAMINER

I certify that an examiner has met on 6th February 2022 to conduct the final examination of Muhammad Dainel Haiqal bin Ahmad Nordin on his Bachelor Degree (Hons) in Graphic Design thesis entitled (Story Reconstruction of Pahang Folklore in Game Design: Hikayat Puteri Walinong Sari) in accordance with Universiti Teknologi MARA Act 1976 (Akta 173). The examiner undersigned recommends that the student be awarded the relevant degree.



Liza Marziana Mohammad Nor, PhD

Dr.

Senior Lecturer

Faculty of Art & Design

Universiti Teknologi MARA

Cawangan Melaka

(Internal Examiner)

Date: 6 February 2022



Azahar Harun, PhD

Assoc. Prof. Dr.

Academic Writing Coordinator

Faculty of Art & Design

Universiti Teknologi MARA

Cawangan Melaka

Date: 6 February 2022

AUTHOR'S DECLARATION

I declare that the work in this thesis was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work unless otherwise indicated or acknowledged as referenced work. This thesis has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Undergraduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

Name of Student : Muhammad Dainel Haiqal bin Ahmad Nordin
Student I.D. No. : 2020989441
Programme : Bachelor Degree (Hons) in Graphic Design- AD241
Faculty : Art & Design
Thesis Title : Story Reconstruction of Pahang Folklore Game Design: Puteri Walinong Sari

Signature of Student : ...

Date : 6 February 2022

ABSTRACT

Printed Malay classic literature is far removed from the everyday life of teenager who tend to us imagination and visual themselves of the story that they see. From observing, teenagers today are more likely toward the trend of feature gadget and technology by seen there are kindly spending up to 30 hours on gaming with the devices. The implementation the gaming trend and classical Malay literature must be accomplished.

The story of Hikayat Puteri Walinong Sari: Penjaga Gunung Tahan is one of the classical Malay literatures that not well familiar with teenagers today and will often disappear for record due to lack of documentation and storytelling method. This study will document the story of Hikayat Puteri Walinang Sari and develop the story into RPG (Role-playing Game) game plot story base with altered chronological missions within addition of Malay design fantasy build. So, by developing and constructing a game plot story - based on Hikayat Puteri Walinang Sari in RPG type game build with player completing a certain chronological mission that altered from the original story into Malay based fantasy to enhance the game environment will effectively deliver the local folk story to the players.

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