LASKAR: 3D TACTICAL WAR GAME IN MALAYSIA ENVIRONMENT

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ABSTRACT

Tactical is one of the strategy that used in military in war that will determine if they win, lose or fair. War game is a military exercise that test or enhance the tactical expertise. The current game in Malaysia which is to help the way to improve this tactical war knowledge are not in 3D genre and also does not have the Malaysia environment context. The aim of this project is to make player understand the basic tactical war strategy by using 3D game with the Malaysia environment. This project utilizes Unity 3D, 3Ds Max and C# language to create the full 3D game involve the Malaysia environment, which is the palm oil state area. The evaluation of this project is done by using pre-test and post-test, to get the user understanding on the tactical war and the user interface satisfaction to make sure that the 3D environment is same like Malaysia environment and the game interface are understandable. This project content the obstacles that teach about the tactical war game in 3D Malaysia environment. The limitation of this project is there are not many sources that can be found about the real tactic in war and military strategy since the information are confidential. The significance of this project is it this game can be played by anyone who wants to gain knowledge and experience about tactical war game in Malaysia 3D environment. The most important thing, instead of testing the real war situation in military, this game can be played. It will reduce man power, time constraint and also the cost in real world simulation.

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