Universiti Teknologi Mara

Local Element Based Game Environment Development

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ABSTRACT

The percent of user of playing mobile games is increase from days to days and there was so many type of games that had been published in the market. Some of the developer in Malaysia just develop games base on game design the target market without thinking that something must be change in order to make our local environment based also not *to* be forget. *In* the market have *so many types* of application and games but our local Malaysian content in the mobile or games application is still lack ing and left behind. This paper does research on what must be done to design a good mobile games to user while having local Malaysian content in the application. In order to complete this research, SDLC model will be used.