

FINAL REPORT

UMN - Ucup Menjelajah Nusantara



Team Members:

1. Adam Rifqy Hajat (00000133876)
2. Christian Surya Themadja (00000116930)
3. Kevin Mikael (00000111440)
4. Muhammad Meccapareva (00000113059)

Class:

IF 231 Intro To Internet Technology

Instructor:

Fenina Adline Twince Tobing

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FAKULTAS TEKNIK DAN INFORMATIKA
UNIVERSITAS MULTIMEDIA NUSANTARA
TANGERANG, BANTEN

Game Overview

“Petualangan Abad Pertengahan” is a 2D survival simulation game set in a medieval world. The game blends exploration, time management, and resource survival elements into a lighthearted but challenging experience.

Players begin by filling a name and choosing a character, each with different starting conditions and resources. The main objective is to survive as long as possible by maintaining five core status bars: Hunger, Stamina, Hygiene, Happiness, and Health. These values gradually decrease over time or due to actions taken by the player, creating constant pressure to plan, explore, and act.

The world consists of multiple maps connected by roads, each offering unique environments, items, and activities. Activities such as fishing, digging, eating, bathing, or sleeping affect your status and contribute to your final score. The game ends when any one of the player's status bars reaches zero.

The goal of the game is simple: survive as long as you can, discover every area, and achieve the highest possible score, all while managing your character's life in an unpredictable medieval world.

Main Feature

Area System:

Players can explore the current area and follow the roads to unlock new maps. Each map has its own unique environment, challenges, and visual style, encouraging players to explore and discover. The goal is to unlock and experience all available maps, each designed with distinct gameplay elements.

Character Selection:

In the main menu, players can choose which character they want to play. Each character has different starting status values and a unique amount of starting coins. This feature adds variety to the game.

Status:

In the bottom left corner, five status bars track your character's condition, each ranging from 0 to 100. Let any of them hit 0, and you'll face the consequences.

1. Hunger

- You are not you when you are Hungry.
- As time goes, your Hunger drops.
- You can restore Hunger by eating food at your local food stall or any store.
- If your Hunger drops to 0, your character dies due to lack of calorie intake.

2. Stamina

- Every activity uses Stamina.
- Restore Stamina by eating or taking a rest in your house.
- If your Stamina drops to 0, your character's legs give up on you and you hit your head to the ground and die.

3. Hygiene

- As time goes, your Hygiene drops.
- Activities also drop your Hygiene, stinky and sweaty ew.

- You can restore Hygiene by taking a shower in your house.
- If your Hygiene drops to 0, your character's stench becomes so unbearable that they perish.

4. Happiness

- As time goes, your Happiness drops.
- You can restore Happiness by doing activities.
- If your Happiness drops to 0, your character becomes overwhelmed by sadness and loses the will to continue.

5. Health

- It will drop by something
- You can restore Health by eating food or taking a rest.
- If your Heart drops to 0, your character finally gives in to the pain and faceplants into permanent unconsciousness.

Activities:

Around the map, there are various activities that the character can do. These activities are designed to fulfill the character's needs, such as hunger, hygiene, rest, and happiness. By completing activities, players can maintain the character's status bars and progress in the game.

Fishing:

- This activity can be found near bodies of water.
- Fish can be sold to the market. The rarer the fish, the more valuable it is.
- Fishing may increase or decrease happiness depending on what you caught.

Digging:

- The digging area can be found at the beach.
- You can find items through digging.
- Digging may increase or decrease happiness depending on what you find.

Buying:

- With the coin that you have collected, you can purchase items in the store.
- Buying will decrease the coin depending on the item.

Donating:

- Don't know what to do with your coins? Just donate them and make yourself feel better.

Selling:

- You can sell items in the store, and collect coins.
- Selling will increase coins depending on the item.

Eating:

- You can get food by catching or buying them. Go to your inventory and click on a consumable.
- Eating food increases your hunger. Don't forget to eat.

Sleeping:

- You can take a rest at your humble abode (home).
- Sleeping increases your stamina. Don't forget to take a rest.

Showering:

- You can take a shower at your humble abode (home).
- Showering increases your hygiene. Don't forget to take a shower stinky.

Time System:

The game features a timing system where one in-game minute passes every real-life second. As time progresses, the character's hunger, stamina, hygiene, and happiness gradually decrease. This system encourages players to stay active, manage their time wisely, and plan their actions strategically to maintain their character's well-being.

Inventory:

The game includes an inventory system where players can store various items they collect. Items can be used by clicking on them within the inventory window. Players can open the inventory by pressing the “C” key and close it using the same key. This system helps players manage resources.

Score:

Every interaction or activity performed by the player contributes to the final score. The score serves as a measurement of progress and performance throughout the game. It is displayed at the end of the game or when the character dies.

Technologies Used

ReactJS – Used for building the user interface

React Router – For map navigation and routing

CSS Framework – For styling components

Tiled – For creating maps

Vercel – To host the game online

GitHub – For version control and collaboration

Visual Studio Code – As the main code editor

Technical Challenges

Team Contribution

Adam Rifqy Hajat (00000133876)

- Inventory system
- Tile event systems (For adding events to tiles and their behavior)
- Interact system and management
- Buy and sell GUI
- CSS and Javascript bug fixing

Christian Surya Themadja (00000116930)

- CSS Arrangement
- Converts to React
- Create Web Hosting
- Score System
- Status GUI

Kevin Mikael (00000111440)

- Map Travel
- Making all the maps
- Bunch of in game features
- Css making

Muhammad Meccapareva (00000113059)

- Made the death screen when any stat hits zero
- Help diagnosing bugs
- Write and organize the final report

Documentation

Screenshots

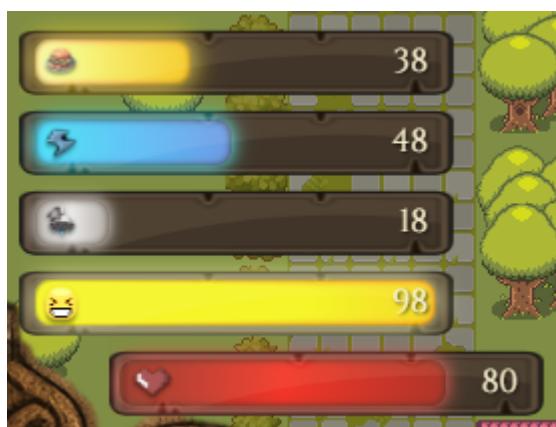
Main Menu

This is where you fill in your name and choose a character.



Status

Shows the condition of your character.



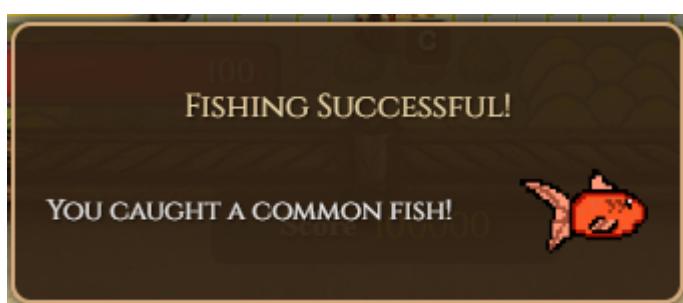
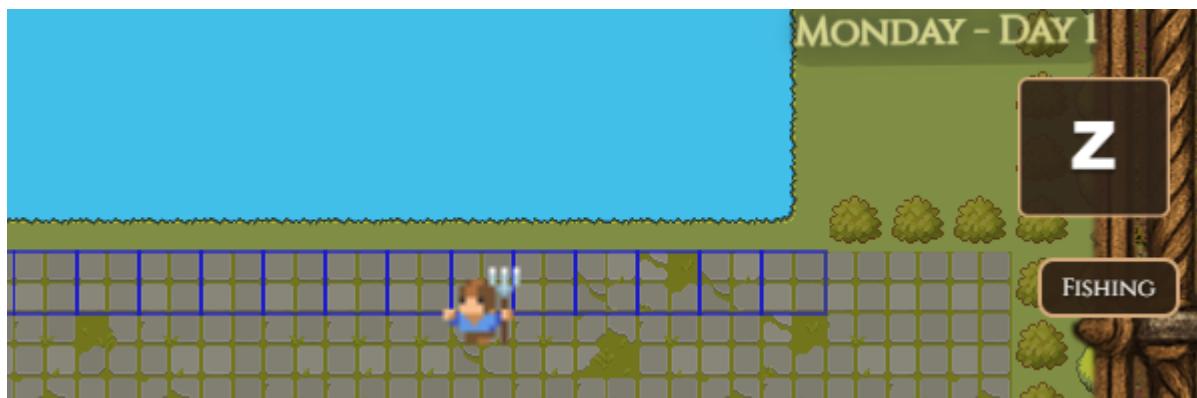
Inventory

Shows the item that you have. Click an item to use/consume.



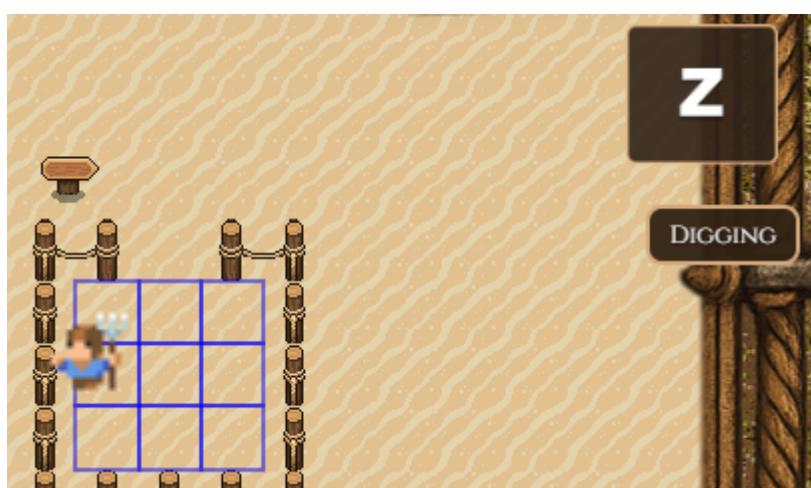
Fishing

Fishing area around bodies of water



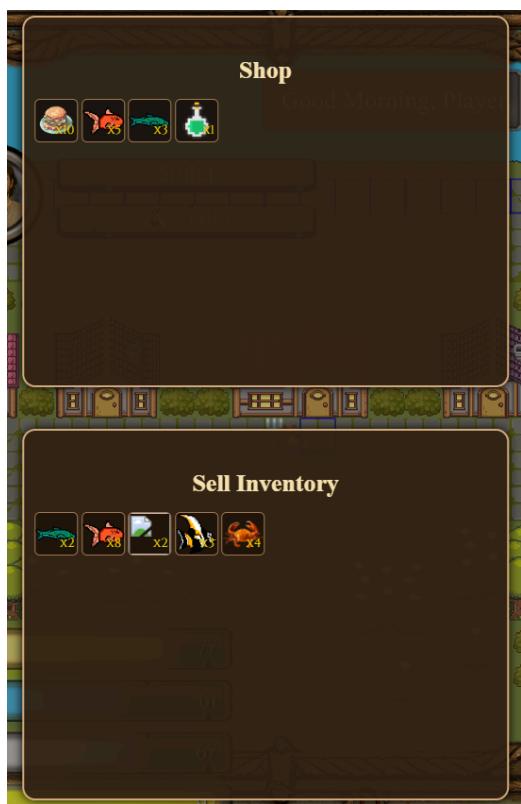
Digging

Digging area only at the beach



Shop

Open up the shop menu, purchase or sell items by pressing on them.



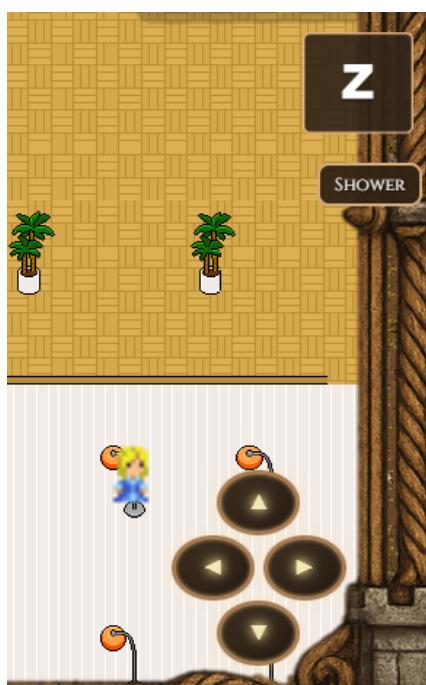
Donating

You can donate your coin around map 2



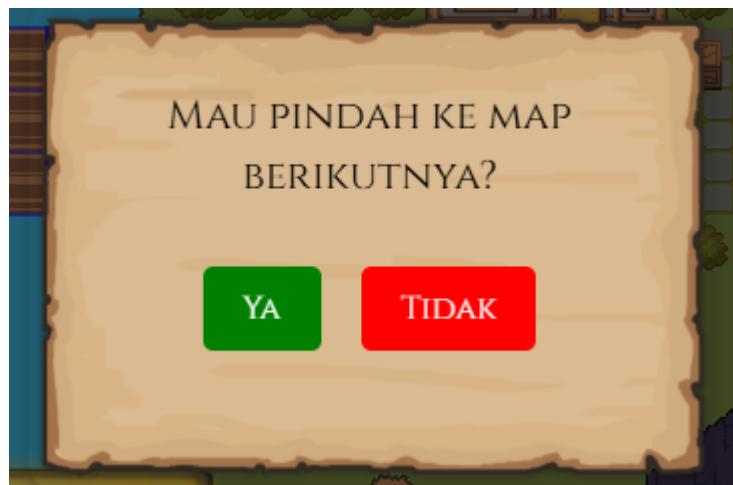
Sleep and shower

There is a house you can enter and take nap or shower in



Travel

An option shows up when you are about to enter another area.



Hosted game link + QR code

<https://ptiuasgroup4.vercel.app/>

