Abstract: *This literature study discusses the comparison of computer game architecture between PES 2018 and FIFA 18. Both of these games are similar and have fanbase of their respective players. This football game is popular and famous in the world. Although both are football games, but there are differences in the architecture. Game architecture in this context is the concept of the game, using reusability, determine granularity, risk bugs, and do localization. Every aspect of the architecture has an impact and influence on the end result of computer games. In the end each computer game has its own uniqueness.*

Keywords: *computer game architecture, granulatiry, localization, literature study*

Abstrak: *Studi literatur ini membahas perbandingan arsitektur game komputer antara PES 2018 dan FIFA 18. Kedua game ini mirip dan memiliki basis penggemar masing-masing pemain. Game sepakbola ini populer dan terkenal di dunia. Meski sama-sama permainan sepakbola, tetapi ada perbedaan dalam arsitekturnya. Arsitektur game dalam konteks ini adalah konsep permainan, menggunakan reusability, menentukan granularity, risk bug, dan melakukan pelokalan. Setiap aspek arsitektur memiliki dampak dan pengaruh pada hasil akhir permainan komputer. Pada akhirnya setiap game komputer memiliki keunikan tersendiri.*

Kata kunci: *arsitektur game komputer, granularity, pelokalan, studi literatur*