ABSTRACT

Technology development rapidly it turns out that allows device technology as small as a smartphone to issue more power than consoles two the previous generation. With this kind of feature, a mobile device changed than just a means of communication , become a device portable multimedia who can be relied on. Not only function as a musical play or movie high definition, but also offers the ability gaming continuing approaching the quality of consoles. The purpose of the finished project this is to build game landing an aircraft that uses framework unity and having the appearance of of panel a plane that makes users as if go directly in game and eliciting an bentu new pastime that can be enjoyed by the gamers. In the process of building games are step according to the stage of to the method luther. The outcome of games will also has feature sharing a score in the end of the game , who can upload the point on facebook .

Keywords: Unity, Game, Plane