

ABSTRACT

Along with the development of technology, people more often use smartphones in daily life. They start forgetting the traditional things, such as traditional games that can not be played on a smartphone. Sack race game is one of them because this Indonesian traditional games must be done by two people or more and the players have to jump around to be able to finish the game.

Virtual Reality technology is a technology that lately much loved by smartphone users because of its ability to make the user can interact with the virtual environment as if they are in that environment. With this technology, the traditional sack race game played real by the user by moving the limb actively. The game is made for the resumption of the public interest in the traditional sack race game.

The game consists of several levels and can be played by 2 players. Google Cardboard players need to feel the real sensation of the virtual world in this game. They competed through obstacles by jumping up and down to complete a game level. There are three background gaming venues such as field, urban and forest.

Keywords: Sack Race, Virtual Reality, Smartphone, Multiplayer