ABSTRACT

The game is an entertainment in the form of multimedia that is made as attractive as possible so that the game players get their own satisfaction. At present in Indonesia the development of the gaming industry is very rapid. There are various kinds of game streams in Indonesia, ranging from Role Playing Games (RPG), Real Time Strategy (RPG), First Person Shooter (FPS) and many more. In this study the game was made desktop based.

Indonesia is an agricultural country with a high culture of plant matching, each plant has a lot of interference from pests. Seeing with the many disturbances of these pests, the game of caring for this plant was developed with the aim of being able to educate and entertain its users.

In this study, designing a desktop-based game. By using Unity 3D in making games to care for plants, it is hoped that it will make the game of caring for this plant easier.

Keyword: Applications, games, snails, Desktop.