# ABSTRACT

Archery is a sport that requires skills such as strength, endurance, flexibility, accuracy to reach the target. In ancient times or precisely in prehistoric times archery or archery used by humans as a tool for hunting animals in the forest, as well as other activities. With the development of the times, archery is known as a sport. Archery or archery is also highly recommended as a sport that not only requires the strength of the hands, muscles, concentration so that the arrow is right on target.

In this Final Project we will develop a web-based archery game. This game will be the same as the original, playing outdoors wide field. In this archery game will also use the Well Equidistributed Long-Period Linear Logic method by implementing a target that will be our target in playing this archery game. Archers will be asked to complete according to the given target. If the target matches, the game will continue to the next level, if it fails to meet the target it will play back to the level that was last played.

Keywords: Archery, *Well Equidistributed Long-Period Linear Logic,* Target