

ABSTRACT

When someone is hit by boredom due to work activities that are quite dense it will certainly cause stress and will hinder future activities. Therefore, people take it out by playing a game that is on hardware such as computers or devices. Many positive things can be taken from playing games or games, for example such as brainstorming, accuracy, improving mood, and increasing concentration. Over generations, the game has become more sophisticated and the interface looks realistic. Game developers now, are required to be more creative in making a game with the aim of attracting the attention of the general public - especially gamers.

In this research, the author will develop an archery game using the Procedural Movement Generator as a procedure in programming in the form of scripts written in game development software, Unity3D. The method used in this research is Multiply with Carry, which is the implementation of a Pseudorandom Number Generator (PRNG) which combines two or more congruential linear generators. Combined Multiply with Carry also has a special algorithm in it, in which some of the variables declare the modulus of Multiply with Carry and its random value.

Keywords: *Game, Brainstorming, Interface, Pseudorandom Number Generator (PRNG), Unity3D.*