Abstrack- *The world is experiencing rapid development, especially in the field of technology, causing many primary school children today's lack of interest in learning because in teaching that still uses print media, which sometimes results in a less interactive and less enjoyable teaching and learning process. Therefore, the authors provide solutions in the form of Sundanese Language Learning educational games, as one way to facilitate students in understanding the subject matter and make them become interested in learning. This educational game is presented in the form of a 3-dimensional Adventure genre game, this game is created using the Unity game engine and uses the Game Development Lyfe Cycle (GDLC) method for game development and the Five Planner method for its design. Asep Nyasab in the Labyrinth. This game has several main views such as the start menu, level selection menu, gameplay, and quiz displays. Based on the results of research recipients of user candidates are grade 4 Public Elementary School 02 Kebalen Kec. Babelan Kab. Bekasi.*

Keywords: Unity, Education, Games, Sundanese Language Learning