

ABSTRACT

This archery game is made using Unity 3D by implementing the game into Virtual Reality. Archery games that are implemented in the form of Virtual Reality will be played on Oculus Go devices so that they can depict archery that exists in the real world.

In this game apply a Rule Based System. Rule Based System is a method of decision making based on the rules that have been made. This Rule Based System is an advanced computer program that tries to imitate the human ability to make decisions and solve problems, the form of Rule Based System is usually IF (condition) - THEN (action).

From the research conducted, archery games made using Unity 3D can be implemented in the form of Virtual Reality. From the tests that have been carried out using the Rule Based System in this archery game, the target object can spawn randomly according to predetermined rules and point ranges.

Keywords: *Archery, Games, Rule Based Systems, Unity 3D, Virtual Reality*