

## ABSTRACT

Indonesia has a wealth of so many traditional foods, both heavy meals and snacks. Galendo is one of the many traditional snacks in Indonesia, especially in the land of Sunda, Ciamis district. Galendo is a character from Ciamis district that deserves to be introduced to the general public especially children. Currently, galendo is preferred by adults than children, few of the children recognize the typical galendo snacks especially in this modern era where the development of information and communication technology is so rapid that modern snacks that look more attractive can beat the existence of snacks traditional, as a result, we tend to see less potential and develop it. Seeing these problems, the author feels the need for interesting media with elements fun to introduce traditional snacks to children. One of the appropriate media is a mobile game which is designed using data obtained through observation, interviews, and literature studies. The data that has been collected is then analyzed using game design theory. This game designed to have a low poly and two-dimensional visual style in the *in-game* management simulation genre.

Keywords: galendo, Ciamis, game design, children