

ABSTRACT

Traditional games have been very rare in this day, because of the rise of digital games that make the forgotten games passed down from our ancestors, one of the traditional games called Ucing Beling is traditional game from sundanese land has been forgotten or maybe there are rarely people playing it therefore the author raised the topic entitled making Ucing Beling game using random number generator algorithm.

In this study the authors will use a random number generator algorithm from unity in the movement or placement of a glass object that is hidden vaguely by the AI of the game itself, the random number generator's algorithm is generating unpredictable values or sequences of numbers.

The result of this study is to determine the movement of the beling object using a random number generator algorithm from unity that is a random value that will be applied to the x and y axes for the placement of the rivet object. In this study obtained the results that algortima random number generator used by the author is a suitable algorithm for the creation of Ucing Beling game because in ten thousand repetitions there is no duplicate random result applied to the (x,y) axis, and also the random value generated by the random number generator algorithm can be applied to the glass object.

Keywords: *Game, Sundanese Traditional Game, Ucing Beling, Random Number, Generator, Aritificial Intelligence.*