ABSTRACT

In the modern era, it cannot be separated from the existence of technology, especially technology related to games. Many games that have been circulating in the community such as mobile games or Personal Computer (PC) games where these games have become friends in everyday life. That's what lies behind the creation of a game where it raises games that are classified as abandoned or old games by wrapping technology in the game such as the Virtual Reality (VR) Based Snakes and Ladders game.

In designing and making Snakes and Ladders game based on Virtual Reality using Unity software where the game is really equated with the concept of Snakes and Ladders into Virtual Reality. The experiment was carried out on the fall of the dice with a random height and a constant height of one hundred throws each. From the random height experiment, the average percentage is 16%, where the largest percentage is in the second dice, which is 20% and the lowest is in the three dice, which is 12%. As for the test on the dice with a constant height, the result is that the first throw with the largest percentage is 32% and for the second throw it has the largest percentage, which is 36%, from the two throws with a constant height, the percentage decrease in the number of dice numbers one to five is the same. As for testing the overall user experience of the game according to the algorithm, the results obtained are 96% very like and 100% for the success of the system but have a low level of reliability of 0.3.

Keywords: *snake and ladder, game, virtual reality, unity, visual studio*