Abstract

Time has an important role in human's life. All of human's activity derived from construction value and human civilization. However, the rapid development of technology has one impact that can diminish human knowledge about history and legends. Therefore, people needed a way to preserve cultural knowledge to young generations, and the way is introduce the history with something more interesting like an Adventure game.

Adventure Game is a game that created with the aim of introducing users subject, concept, or the history of a particular culture. 3D is graphics technology that could describe an object in 3-axis that is x, y and z, With 3D models, materials in this game shown to be more natural and attractive. Unity is a an integrated tool to create games, simulations and architectural buildings. Unity can created game for PC or Online.

In this Final Project we choose West Java legend, The Legend of Sangkuriang because The legend of Sangkuriang has a unique history. And the type of this game is a third person adventure. Target users of this game are children aged 10 years or older.

Keywords : West Java, Advanture Game, Third person adventure