

## **ABSTRACT**

*Nowadays video games are booming to all societies levels, from children to adult, all of them like to play video games. Unlikely, video games contaminate most people to play these modern games rather than traditional games. Traditional games have been forgotten, such as ketapel and cetolan. From most of people who play video game, we can invite them to play traditional games with interesting way. This report using C# Programing and using “Game Development Methodology” as a method of manufacture. Production this game use tools unity for make the system and also use blender as production of media 3D model of it. Making character model for players and saving system for saving names of player saved.*

*Keywords : Traditional Game, Character Model*