Abstract

Cleanliness is how to person maintain a selft healthy to the surrounding environment. Clean environment when there is no rubbish. Rubbish disposal is not taken care of well degan will lead to a big problem, because the accumulation of garbage or dispose carelessly to the open area will result in pollution of soil will also affect ground water drains. And as we all know that littering is a habit hard to break people of Indonesia.

Therefore have been made a "Punah! (Be a heroes!)" game based on mobile Android useful to invite the community to dispose of and clean up garbage like in real life and how to separate organic and inorganic rubbish. This Game is intended to make people aware of the importance of maintaining cleanliness and know the consequnces resulting from throwing rubbish indiscriminately. Game "Punah! (Be Heroes!)" Is endless / infinite running Game, played by separating organic and inorganic rubbish according to the type of waste. Built with the Unity application using C # programming language and is supported by facebook APIs so that players can share their scores to social media.

Keywords: *rubbish,* Punah!*, mobile, Android, endless running Game, facebook APIs*