

## **ABSTRACT**

*Archery is an activity that requires skill, thoroughness, strength and flexibility to reach a target. Archery is also an activity used by pre-historic humans to survive, as means to hunt animals.*

*An archer uses the bow as acceleration to fire arrows. And there are other components to complete archery. Such as finger protectors, and arm protector.*

*In this Final Project, I will implement an environment or area from N Building's Faculty of Electro Engineer for different difficulty levels using Dynamic Difficulty Adjustment and applies ANFIS method for it's Archer's Target that will be used as Virtual Reality games using Unity 3D Free Software Development Kit (SDK).*

*Virtual Reality is a technology developed for research but also can be used for gaming. Users can feel an environment simulated by a computer in real time.*

*Keywords: Archery, Virtual Reality, Unity 3D, Dynamic Difficulty Adjustment, ANFIS method*