

## **ABSTRACT**

Today's *games* are no longer just for entertainment and fun, but the game can also be used as a means of learning and teaching, the game was included in genre edugames. Games with edugames contain simple knowledge that players can get in the game.

The development of this *game* aims to develop the characteristics of flies in the game. Developments include the development of character flies on food, attacks from humans, and also responses to fellow flies in the game. Flies have different responses to each attack. In this game the player in charge as a food keeper will eradicate at the fly that approaches the food to death, if the fly does not die and makes it to the place of pressure, the fly is considered successful and will be counted as a score. This game is built and developed using unity.

***Keyword:*** *game, edugame, score.*