Abstract

In this day and age someone's desire to study history about Wali is lacking. Because there are many assumptions that to study a history is very time consuming, so it makes saturated the students who want to study history. Now with the development of technology, it allows the creation of a Game history of learning media which gives convenience to everyone who wants to learn and understand the history of the spread of Islam in Indonesia by one of the Walisongo namely Sunan Gunung Jati. One of them is by utilizing the Game Application media called **"The Greatest Of Gunung Jati''**. This application is a learning media for the spread of Islam by Walisongo based on the game with the Construction Management Simulation genre.

Keyword : Unity, Construction Management Simulation, Walisongo