

## ABSTRACT

*When someone is hit by boredom due to work activities that are quite dense it will certainly cause stress and will hinder future activities. Therefore, people take it out by playing a game that is on hardware such as computers or devices. Many positive things can be taken from playing games or games, for example such as brainstorming, accuracy, improving mood, and increasing concentration. Over generations, the game has become more sophisticated and the interface looks realistic. Game developers now, are required to be more creative in making a game with the aim of attracting the attention of the general public - especially gamers.*

*In this research, the author develop an archery game (Archery Game) as a programming procedure in the form of scripts written in game development software, Unity3D. The algorithm used in this research is Multiplicative Congruential Generators, which is the implementation of the Pseudorandom Number Generator (PRNG) method that combines two or more congruential linear generators. Congruential linear generator compounds also have a special algorithm in them, in which some of the variables declare modulus of MCG and its random value. Static and dynamic targets can move randomly obtained from PRNG through the MCG algorithm.*

*Keywords : game, brainstorming, interface, Multiplicative Congruential Generators, Pseudorandom Number Generator (PRNG).*