

ABSTRACT

Traditional games are games that have existed since time immemorial and passed down generations in the next generation. Before the technology that developed today, playing traditional games using tools that were easy to find and free of charge. One of the traditional games that originated in West Java is Ucing Beling. Ucing Beling games are rarely played and this traditional game is less popular with the public. With the development of more modern games and featuring a more attractive look, making people prefer to play modern games and gradually this traditional game began to be forgotten.

In this study the author will design the creation of ucing beling game multiplayer using Asset Store Mirror. Which is where the use of mirrors can make a game played by 2 or more people simultaneously and at the same time.

The results of this final task study of the use of Asset Store Mirror can run as expected. The creation of button functions in TitleScreen Manager can be displayed on the screen of the player's device and can be used according to the expected function. The use of multiplayer in Ucing Beling games can be played in realtime between players.

Keywords: *Game, Traditional Game, Ucing Beling, Unity Asset Mirror, Multiplayer.*