

ABSTRACT

Nowadays, to do movements like sport is very easy. There are a lot of things that make it easier for us to move. Even to exercise there is No. need to go out of the house, because there are already sports tools to summarize the time without having to go back and forth from home to the street.

For software design, the game uses multiplayer or multiplayer modes. Technically, multiplayer is a game player feature with other players in order to interact with each other. This feature becomes more interactive and fun because players can interact with others.

Basically, Unity 3D is a 3D-based game engine, but Unity can develop game in 2D. Unity uses a free navigation system for game creation, so users can easily see the 3D side of object creation.

The parameters of success in this project, the game application can run according to the author's design, display the Arduino board connected to the game, and the game application can be played using a bicycle as the controller.

Keywords : *Unity, Multiplayer, C#*