ABSTRACT

In this day and age, to perform movements such as sports is very easy. There are many things that make it easier for us to move. You don't even need to leave the house for exercise, because there are already sports equipment to summarize time without having to go back and forth from home to the streets.

In this research, the design of a 3D game application is based on a controller assistant in the form of a bicycle, then ESP32 is installed and the MPU 6050 sensor is then connected to wifi so that the game application can load data that will be sent by the MPU 6050 through the sensor and will output data.

Based on the test results, an experiment was carried out to connect hardware and software using wifi as a liaison. This research was successfully carried out by using ESP 32 as a wifi adapter, then ESP 32 outputs an IP and a port that is connected to the game.

*Keywords***:** *ESP32,.aplikasi game 3D,IMU6050,fungsi json,*data Api.