ABSTRACT

Game is one of the major industries in the world today. The development of *game* has increased rapidly with many type of *game*. Mini *games* are widely preferred because the *game* itself are neutral, so it's not only children who can play it, but adults can also play this *game*. Mini *games* are entertaining because it does not require a high seriousness, therefore many who liked the mini *games*.

In this thesis made *Ancient mutant invaders game*, where the player will use the help of the *Human* to attack the *Mutant* who try to invade the earth. Ancient *Games Mutant* Invaders is a *tower defense game* genre, which can be played on android platform. This thesis explores how the design and implementation of the *Human* behavior which is the main character in the *game Ancient mutant invaders*.

Keyword : *Game*, *tower defense*, *Ancient mutant invaders*, *Human*, *Mutant*, *Android*