

ABSTRACT

Nowadays, playing video games is one thing that most people liked. Both children and adult often use video game as means for hobby, to relieve boredom, to fill their spare time, also as means for learning and intelligence training. Due of that reason, there is an indication that video game is quite desirable human needs.

This final project is design to produce an interesting game with Finite State Machine (FSM) on NPC behaviour. The game titled “Dude I’m Lost” is flash-based game with side-scrolling genre and implementation of Finite State Machine (FSM) on NPC behaviour. FSM is the states of the NPC object with mutually transition. Then, the transition produce an action. Action of NPC in this game including jump, sprint, climbing stairs, and others. This game also use the concept of Greedy algorithm as NPC route selection. In this game player and NPC character will move toward the finish line by passing through the obstacles and collect points to each other.

Judging from result of the study, this game is an interesting game with good terms of appereance, animation, sound, and control. Implementation of FSM and Greedy algorithm are appropriate with game Dude, I’m Lost.

Keyword : Finite State Machine, Greedy algorithm, flash