ABSTRACT

Games are structured games on a system where users are involved in artificial conflicts. In games the user interacts with the system and conflicts in the game which are engineered. In the game there is a target that must be achieved by the user. The components of the game are goals, rules, challenges, and interactions. Piranha character in koi hunting game is NPC (Non Playable Character). Non Playable Character is a type of autonomous agent that is shown for the use of computer animation and interactive media such as games and virtual reality. The development of piranha character behavior in koi hunting games is a game development that is made based on a multi-agent system.

The multi agent system is understood as a collection of intelligent agents, who interact and work together to achieve a goal. In general, each agent will be represented as a program module, because each agent has different attributes from one another. Final project Development of Piranha Character Behavior in Koi Hunting Games created using the Unity game engine. There are two stages of testing, game implementation testing and questionnaire survey testing. From the results of questionnaire survey testing, aspects that have the highest percentage value are aspects of interaction, which are calculated using the Likert scale method. The total percentage value of the interaction aspect is 256.67% with an average percentage of 85.56%.

Keywords: *Game, Multi-agent System, Non Playable Character (NPC), Unity Game Engine*