ABSTRACT

Game is one type of interactive animation that allows users to interact with the game. In the context of a game, the user's pleasure is the main problem. The development of the game world from time to time continues to experience development, until now several game genres have sprung up. One of them is the Role Playing Game. Role Playing Game or commonly referred to as an RPG is a game where users play certain characters and collaborate with other characters to form a story.

The purpose of this assessment is designed to develop a character of autonomous behavior or called Non-playable character (NPC) koi fish into a game with a method called the Multiagent system. The multiagent system method in question is a system consisting of several interacting computational elements, known as agents. Each agent member of a multiagent system must have a role.

The end result of this development is a fishing game called hunting koi. Which is a combination of the character development of angler NPCs, koi fish, and piranha fish. The game will be implemented for users to be able to assess the quality and feasibility of the game. Development of this game is expected to be an entertainment game and has a positive educational side for the user.

Keywords: Fishing, Koi fish, Game, Role playing game, Non-playable character, multiagent system.