ABSTRACT

Game is a form of interactive animation where users can interact with the game world. The game itself is divided into several types of flow (GamePlay). The game flow developed by the author is EduGames. EduGames is a type of speed game. Science offerings from educational games made by writers about learning sciences that are light, which can be for all ages, especially those who are still in elementary school.

The emergence of this educational game was triggered by the decline in the desire for children's learning interest because learning in their own school was interesting. The most important element in making a game is the benefits of the game and the attractiveness or flow of the game. The way to make the game interesting is the role of NPC (Non Player Character), because with the role of NPC the game becomes more realistic and not boring.

This Final Project discusses the issue of NPC characters in the game. Starting from the discussion of the transfer of NPC characters, the NPC character's favorite target, to the NPC's behavior.

The purpose of this Final Project is to support intelligence, skills, reasoning of players when playing the game. Players will think as creatively as possible to preserve the food from NPC characters whose behavior is increasingly aggressive as they increase the game's level.

Keyword: *games*, *non player character*, *interaction*, *edugames*, *multi — agent.*