ABSTRACT

Games are structured games in a system where players are involved in artificial conflicts. There are so many types of games there are FPS (First Person Shooter), RPG (Role Play Game), etc. In Koi Hunting Games this includes the type of RPG game. In making koi hunting games are based on multi agent systems and angler character development only in non-playable charater. NPCs found in koi hunting games are NPC anglers, NPC koi fish, and NPC piranha fish.

Fishing is a hobby for most people, because fishing can teach us patience, speed, and understand the movements of a fish, so the authors make koi hunting games where the player user is more interested in fighting the anglers of NPC and piranhas as obstacles to catching koi fish. Making this game using software unity. By playing this game, players are entertained by 85.57% by testing surveys and scales likert

Kata kunci : *system multi agent, non playable charater, software unity*