

## **ABSTRACT**

*A game is a system, where players engage in artificial conflicts, here players interact with the system and conflicts in the game are engineered or artificial, in the game there are rules that aim to limit player behavior and determine the game. The game aims to entertain, usually games are favored by children to adults.*

*This Final Project focuses on making the NPC in the game that is smart and able to perform certain tasks such as walking in the game (wandering) and moving to follow orders (follow the leader) using the Dijkstra Shortest Path Finding method.*

**Key Word :** *Dijkstra Algorithm, Game, NPC..*