

ABSTRACT

Game is a game that is widely done by adults and groups of teenagers to groups of children, and is a method to eliminate the feeling of saturation to seek a happiness alone. Today's game has developed and developed so that many games that have almost resembled the original life, be it from the environment, movement, body and face texture. In games can be implemented a computer science that studies activities up to the human way of life, commonly called artificial intelligence. Game in this study applied Finite State Machine method which is one of the methods for artificial intelligence using C# programming language.

This game is one of the adventure games with the theme of education. In the game there are several challenges ranging from solving problems to defeating enemies. On the enemy is applied artificial intelligence to regulate the attitude or behavior of the Non-Player Character (NPC) enemies. Artificial intelligence applied to the enemy is that when the player is in the enemy's NPC coverage area, then the enemy's NPC will attack the player, if the player is attacked by the enemy then the player may die or the game is over.

The test results obtained from this study run according to the design, namely when the player approaches the enemy, the enemy character can attack the player in two ways attack, bite the player and pull out the red ball. From user testing consisting of 35 general public, with the criteria of 13 teenagers (11 - 19 years) and 22 adults (20 - 29 years) under the interest of the user got an average score of 55% Very interesting, 30.73% for good grades and 14.28% for enough value.

Keywords: *Finite State Machine, Game, Non-Player Character (NPC).*