ABSTRACT

Game is a computer program that can be played in a certain way so that the party wins or loses, the game can be defined as an entertainment that can relieve stress and fatigue, and can provide new information to players who play a game, ANEX "Ani The Explorer" is a platformer genre game that tells the story of Ani's journey as the main character to save rare animals and plants that are captured by non-player character (NPC) name hunters.

The purpose of this study focuses on making the behavior of hunter NPCs using the Finite State Machine (FSM) method, FSM is a methodology for creating and designing control systems that aim to produce system behavior or performance into three things, namely: state, event and action. (action), NPC hunters are divided into three namely: hunters, jump hunters, and boss.

The test results on the behavior of hunter NPCs designed using the Finite State Machine or FSM method are in accordance with the design. The test results on users or respondents, totaling 19 respondents, the majority like the ANEX game with a percentage 79,1 percent like, and the results of technical testing by playing ANEX games on a low-spec computer obtained an average of 56 FPS results which indicate that ANEX games are playable.

KEYWORDS: ANEX, FSM, NPC, Platformer game.