

ABSTRACT

Many maze-type games have been produced such as PAC-Man, Resident Evil: Biohazard, and Dark Deception. In order to make the maze game more interesting the developers usually make certain puzzles. In the puzzle it supports players to be chased by certain NPCs.

In this final project, a game is made that applies the random walk algorithm in Non-Player Character (NPC). The purpose of the random walk algorithm is NPCs can move randomly to keep players from completing the game.

The purpose of this final project is to implement random walk algorithm for NPC. The use of a suitable random walk algorithm in the YOLO MAZE Game for the NPC is roaming status, because the random walk algorithm is suitable for making NPCs search randomly. Respondents stated that the YOLO Maze Game was very difficult with a value of 39%. The validity value of the question is 0.83.

Keywords: *Labirin, Maze, NPC, Random Walk Algoritihm.*