

## **ABSTRACT**

*A game intended for fans of computer games called Ani The Explorer (ANEX), tells the story of Ani who saves rare animals and plants from poachers. There are mission targets that must be achieved by players in the game. Some parts of the game include functions, objectives, interactions, and obstacles that players will encounter.*

*This platformer game has the potential to improve player skills to be more agile, interesting to play, and entertaining. This Anex game is a platformer genre game. In the process of making this game using GameMaker Studio 2. In this Anex game there are animal characters that act as Non Playable Characters (NPC). The development of animal character behavior in this game uses a multi-agent system.*

*Game testing is the most important thing done to find advantages and disadvantages in the development of the tested Anex game. The results of the questionnaire survey test showed that the percentage of the highest score on questions 1 and 5 which entered the like scale was 52.6%. While the validity test obtained valid results and the reliability test obtained the very high category results obtained  $r_{11} > r_{table}$  with a value of  $r_{11} = 0.833160$ . In the technical test, the average value was 56 FPS.*

**Keywords:** *Game, Mission, Multi-agent, Platformer.*