

## ABSTRACT

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*The final project report is titled "Development of Teleport Features and Non-Playable Character Interaction in Metaverse Development at PT. Bank Negara Indonesia". During this 2-semester internship, Bank Negara Indonesia, as one of the organizing partners, provided an opportunity to explore learning beyond campus. PT. Bank Negara Indonesia developed a metaverse project where users can use banking services through a virtual world. The purpose of this project is to develop teleport and NPC interaction features. The project development uses the extreme programming method, followed by planning, design, coding, and testing stages. The features that have been created are tested using the black box method to see if the functionality of the applied features is appropriate or not. The results of the feature testing run well, but there are still bugs that need to be fixed. The result of this internship is a teleport feature to move places and non-playable character interaction to interact between NPCs.*

*Keywords: Metaverse, Teleport, Non-Playable Character*