ABSTRAK

Alfian Azis, 2023. Penerapan Algoritma A* pada Non Player Character dan Procedural Map Generation Dalam Game Berjudul Lakon Tentang Mitologi Indonesia. Tugas Akhir, Program Studi Teknik Informatika (S1), STIKI – MALANG, Pembimbing: Bagus Kristomoyo Kristanto, S.Kom., M.MT

Kata kunci: Unity, A star, Game, Procedural Generation, Hack and Slash

Pertumbuhan game di indonesia kian semakin banyak dari tahun ke tahun, terdapat dua tipe game yaitu game offline dan game online, genre game tersebut diantaranya ada RTS (Real Time Strategi), First Person Shooter (FPS), Role Playing Game (RPG), Life Simulation Game, Game Aksi (Action), Game Petualangan (Adventure), Game Aksi Petualangan, dan lain sebagainya. Sebuah game bisa memiliki banyak genre karena mereka mengkombinasikan genre-genre tersebut menjadi suatu game yang ketika dimainkan akan membawa tema dan suasana yang bisa membuat pemainnya antusias untuk memainkannya. Game yang akan dirancang penulis akan berjalan di Platform Komputer yang dirancang dan dikembangkan menggunakan Software Unity dan Blender memiliki genre *hack and slash*. Game ini mengimplementasikan algoritma A star untuk pathfinding dari sebuah Non Player Character(NPC) dan menggunakan procedural generation untuk membuat map secara otomatis di setiap permainan dijalankan.

), Role Playing Game (RPG), Life Simulation Games, Action Games (Action), Adventure Games (Adventure), Action Adventure Games, and so on. A game can have many genres because they combine these genres into a game which when p**ABSTRACT**

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The growth of video games in Indonesia is increasing from year to year, there are two types of games namely offline games and online games, these game genres include RTS (Real Time Strategy), First Person Shooter (FPSlayed will bring a theme and atmosphere that can make the players enthusiastic about playing it. The game that will be designed by the author will run on a Computer Platform which is designed and developed using Unity and Blender Software having the hack and slash genre. This game implements A star algorithm for the NPC's pathfinding and make use of procedural generation to generate maps automatically every time the game starts.