

ABSTRACT

APPLICATION OF A * ALGORITHM ON NPC (NON PLAYER CHARACTER) IN ESCAPE FROM MAZE GAME

*The A * algorithm is the best path finding algorithm and combination of Dijkstra and BFS algorithms. These three algorithms use non-directional weights graph as the basic concept of trace search. The A * algorithm applies heuristic to find the most optimum solution. This research attempts to apply the A * algorithm to NPC in the Escape From Maze game. NPC (Non-Player Character) is a game-controlled virtual agent, interacting with other NPCs, or with a human-controlled character player. Application of the A * algorithm is built to help the character player complete his mission in finding a way out in a maze.*

Keywords : algorithm A, NPC, Game, Maze*