ABSTRACT

*APPLICATION OF A * ALGORITHM BASED ON NAVIGATION MESH ON FORTRESS FIGHT GAME TO SET UP NPC MOVEMENTS*

At present the use of technology can not be counted anymore. Even humans can hardly be separated from the name of technology and always use technology without us knowing it. Part of the use of technology that is widely used by teenagers is games. The development of game technology has been very rapid, especially in the Non-Player Character section. The application of applied technology is Artificial Intelligence technology. Artificial Intelligence is applied to NPCs so that NPCs can determine movements to look for players so that wherever NPC players move they can search for players. In this study, Artificial Intelligence will be applied to NPCs to regulate their movements. The development of Artificial Intelligence NPC technology can make game players feel the sensation of fighting real players so the game can be more interesting.

Keywords: Technology, games, Artificial Intelligence, NPC