ABSTRACT

The history of the battle in the museum is less attractive to be seen as only for writing a summary of warfare that occurs only. It makes visitors feel bored when reading the history of the battle in western Java .

For that to delivery history more interesting for the visitors made a mini- game battle with the people of western Java content were the theme of the history of warfare bojong kokosan -based first person shooter using the algorithm A * pathfinding algorithm for tracking or pathfinding

By using this game , visitors can feel and know the history of war in western Java through simulation game

Key word : first person shooter, a*, path finding, mini game