

ABSTRACT

Entrepreneurs have an important role as a structure in a country. The government targets 4 million new entrepreneurs to encourage the strengthening of the country's economic structure. Therefore, the introduction of entrepreneurship from an early age is needed to support the fulfillment of the government's targets. Games with educational content are a way for children to get to know and learn about entrepreneurship, one of which is by playing games.

The game with the title Wira Games was developed to provide education about entrepreneurship. This game is designed not to directly educate about calculations, interactions, and how to deal with pests. The mouse NPC in this game is designed using the multi agent method to provide players with challenges and introductions about pests.

The results of this study indicate that the multi agent method can be applied to rat NPC. The results of the survey test conducted by calculating the Likert scale indicate that this game is interesting, easy to play, and the educational content is easy to understand. The percentage of 90.90% said that the mouse NPC character was appropriate.

Keywords: *Entrepreneurship, Non-Player Character, Multi-Agent*