

ABSTRACT

Video *games* are one of the entertainment media that is experiencing rapid development. Almost all levels of society from the old, young to children like to play video *games*. There are many types of video *games*, for example Adventure, Rpg, etc. The Adventure of Adam and Eric *game* belongs to the Adventure, Action and RPG *game* genres. In making the Adventure *game*, Adam and Eric used the Multi agent system and Finite state machine methods. Development of wild animal characters as non-player characters or NPCs. The characters in Adam and Eric's Adventure *game* are Adam as a player, wild animal NPCs as *game* obstacles, and Eric's NPCs as Adam's supporters.

In this study, a *game* with the concept of Adventure RPG has been developed which carries a technology theme entitled "The Adventures of Adam and Eric". The design of this *game* uses the main tools, namely *GameMaker Studio 2*. The wild animal NPCs in this *game* will try to beat the Player. The design of wild animal NPC behavior uses the multi agent system method with four parameters, namely Health, Damage, Speed, and Range.

The results of this study are players who play the Adventure *game* of Adam and Eric feel entertained with a percentage of 86,57%. The four parameters used in the wild animal NPCs correspond to a moderate level of difficulty.

Keywords : *Video game, Non-Player Character, Multi Agent System*