

ABSTRACT

Tel-U Craft is a digital campus designed using the Minecraft platform so that it becomes a Video Game. However at this time Tel-U Craft Faculty of Electrical Engineering (FTE) only has buildings and does not have assets in the form of NPC and Mini Games. To make Tel-U Craft FTE becomes more complete and interesting, the author designs NPC with skin character displays such as Lecturers, Students, Security guards with the Telkom University logo on each NPC characters and Mini Games that can be played in Multiplayer. The work on this final project uses the MDLC (Multimedia Development Life) method. Cycle). To design NPC and Mini Games, tools are needed such as Apex Hosting to create Minecraft servers, THE SKINDEX Website is used to create NPC skins manually, TLuncher which is used to run the Minecraft Platform. With NPC and Mini Games users can do more than go around campus. Tel-U Craft FTE.

Keywords: NPC, Mini Games, Minecraft.