

# A STUDY AND DEVELOP A 3D ANIMATION GAME WITH EMPHASIS ON ITS ARTIFICIAL INTELLIGENCE CAPABILITIES

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## ABSTRACT

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This project is to study and develop a 3D animation game with the usage of Artificial Intelligence (AI) technology. The game that develops in this project is a kind of RPG (Role Playing Game). Role Playing Game is a kind of game that you must control or several characters moving from one place to another in order to complete the story of the game. Examples of RPG are Final Fantasy, Wind & Cloud and others. The current RPG game the nowadays has, the party of the computer does not know and smart enough to attack and fight back. This is because the implementation of AI in the game is not powerful enough or these are no AI implemented in the game. In this project, a 3D RPG game will be developed implemented with AI technology. So that the game will become more challenging and adventuring. This game will be developed in Windows platform by using 3D studio Max.