

ABSTRACT

Games have become a natural thing to do to have fun and unwind. Games also develop and enter into technology with the name video games. In the *game*, players can interact with many Non-Player Characters or commonly called NPCs.

NPCs have a role in the game, one of which is giving instructions to players. However, there are still many NPCs that run only following manual program directions so the game can become boring and long. Therefore, we propose using pathfinding. Pathfinding is a method used to find the fastest route from the starting point to the end point.

One of the pathfinding algorithms is Theta* to be implemented to NPCs with games made using Unity, with Theta* NPCs being able to follow the fastest route to reach their destination. Based on the tests carried out with 10 conditions with each condition carried out 5 times the test to check the ability of the device there are 6 successful conditions and the biggest change is 0.6%.

Keywords: *Game, pathfinding, Theta*, Unity*