ABSTRACT

Games industries are considered to be one of the strongest and stable industries, which is proven with the recent global recession (2009), in which it is still capable of retaining a growth in terms of annual revenue even though it is not as significant as the past years. This demonstrates how games have become an “integral part” in terms of lifestyle to most of the community. Moreover, one of the most popular branch of game industry is MMORPG, which is emphasize in community interaction, graphic, role-playing game, gameplay, and client-server architecture. The popularity of this online game genre is confirmed with the significant number of MMORPG become available to users with different title and gameplay. However, with such rapid development, it is observable that one of the main focuses on building MMORPG is situated on its graphic; however other elements are seems to be neglected. One of the most obvious examples of this is on the area of Artificial Intelligence.

The purpose of this thesis project is to mitigate existing issue as well as to create unique gameplay. To achieve this, the author will develop two Artificial Intelligence modules, in which one of the A.I. is intended for monster A.I. enhancement, while the other one is dedicated for developing new innovation.

The development of these Artificial Intelligence modules will use C++ as the main programming language, MySQL for the database, and OpenSteer for the steering behavior which will be implemented on the monster. Moreover, these modules will be developed under linux environment and to be implemented on a custom made MMORPG that is developed together with a team.

Key words
Artificial Intelligence, MMORPG.