

**HYBRID BEHAVIOR TREE AND FINITE STATE
MACHINE IMPLEMENTATION FOR HUNTER NPC IN
*JALAK BALI SURVIVE GAME***



**STUDY PROGRAMME OF COMPUTER SCIENCE
DEPARTMENT OF INFORMATICS ENGINEERING
FACULTY OF ENGINEERING AND VOCATIONAL STUDIES
GANESHA UNIVERSITY OF EDUCATION
SINGARAJA
2025**



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UNDERGRADUATE THESIS



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UNDERGRADUATE THESIS

**SUBMITTED TO COMPLETE ASSIGNMENTS AND
FULFILL THE REQUIREMENTS TO OBTAIN
A BACHELOR'S DEGREE IN COMPUTER SCIENCE**

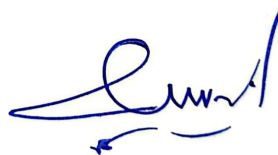
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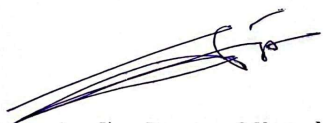
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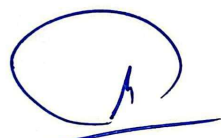
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MOTTO

“Never gonna give up, Never gonna let down”

PREFACE

All praise and gratitude are given to God Almighty, whose blessings and grace have made it possible for me to complete this thesis to the best of my ability and on time. The title of my undergraduate thesis is “Hybrid Behavior Tree And Finite State Machine Implementation For Hunter Npc In Jalak Bali Survive Game.”

This thesis is submitted as a requirement for obtaining a Bachelor’s Degree in Computer Science at Universitas Pendidikan Ganesha. This work would not have been possible without the continuous support and guidance of all parties, both morally and materially. My sincere gratitude goes to:

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8. And to all parties who have assisted the author throughout the thesis preparation process.

I acknowledge that this thesis may still have limitations that require further improvement. Therefore, I sincerely welcome suggestions and constructive feedback to enhance this thesis. I hope this study can serve as a valuable reference for relevant parties and readers in general.

Singaraja, 20 June 2025

Author



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