



**Developing an Indonesian Horror Folklore Game Using AI Behavior
for more Dynamic Hostile Encounters in Unity**

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Developing an Indonesian Horror Folklore Game Using AI Behavior for more Dynamic Hostile Encounters in Unity

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ABSTRACT

aspect of this evolution is the integration of artificial intelligence (AI) to create more dynamic and immersive gaming environments. Concurrently, there is a growing interest in drawing inspiration from cultural heritage and folklore to infuse games with unique themes and narratives. This final project delves into the intersection of these trends by exploring the development of an Indonesian folklore-inspired horror game that utilises AI-driven behaviours for dynamic enemy encounters within the Unity game engine.

Keywords: Game, Unity, Horror, Indonesia

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