

Non-Playable Character

In the widest sense, a non-playable character (NPC) is some character on the game that actually is a separate entity, so not part of the map's geometry (like walls, buildings, trees, or trenches). It can act, but not necessarily does. It differs from a [bot](#) in, that bots *do* participate in the game, while NPCs can also be simply spectators on the side-lines.

[[games_database](#)] [[game_related_terms](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:gaming_theory:non-playable_character&rev=1648849163

Last update: **2022-04-01-21-39**

