

ABSTRACT

A game is something that can actually be played using the electronic media, where the player had to make decisions in the game to reach a final destination (goal). In a game that would normally require the object interacts with other objects. Interactions that can occur in the form of obstruction, assault, or the other. One genre of games is Maze Game, where players have to find the right path and gain points by taking an immovable object somewhere.

In this final project made a game of "Labirin Copter Version" in which there is a helicopter object as the object is played by the player. The barrier to the player is the object that firing enemy, walls, and bombs. To provide artificial intelligence on enemy firing Fuzzy logic is used. Fuzzy logic is a form of logic derived from fuzzy set theory is used for reasoning rather than be exact. So firing by the enemy object is not done at random, but rather based on the possibility of the position of the main object (player). Fuzzy logic is also used to determine the agility or the velocity of enemy to chase the player.

Judging from the results of the study, Labirin Copter Version Game is an exciting game from the side where the use of NPC and the NPC in this game using Fuzzy logic in determining behavior. On the other hand Labirin Copter Version Game is an interesting game in terms of appearance, sound, response, and gameplay.

Keywords: Artificial Intelligence, Fuzzy Logic, Flash