

## DAFTAR PUSTAKA

- [1] Suyanto.2011. Artificial Intelligence. Bandung : Informatika Bandung
- [2] Darmawan, Erico., Laurentius, Risal. 2011. Pemograman Berorientasi Objek C# yang Susah Jadi Mudah. Bandung: Informatika Bandung
- [3] Kusumadewi, Sri.,Hartati, Sri. 2010. *Neuro-Fuzzy Integrasi Sistem Fuzzy dan Jaringan Syaraf*. Yogyakarta: GrahaIlmu
- [4] Edmond,S. L. Ho dan Komura, Taku (2011) "A finite state machine based on topology coordinates for wrestling games" *Comp. Anim. Virtual Worlds*
- [5] <http://libgen.org/get?nametype=orig&md5=8AE70D680D92E66F1DE253B01C29D525> Diunduh pada 7/7/2013 00:00
- [6] <http://www.raphkoster.com/gaming/atof/theoryoffun.pdf>  
Diunduh pada 2/1/2014 10:18
- [7] <http://www.ke.tu-darmstadt.de/bibtex/attachments/single/144>  
Diunduh pada 2/1/2014 11:39
- [8] <http://undergraduate.csse.uwa.edu.au/units/CITS2211/resources/antFSM.pdf>  
Diunduh pada 2/1/2014 16:31
- [9] Desiani, Anita., Arhami, Muhammad. 2006. *Konsep Kecerdasan Buatan*. Yogyakarta: C.V ANDI OFFSET