ABSTRACT

Technological development can not be separated from the game artificial intelligence . Artificial intelligence is one part of the computer science making machine computer can do the job like a human and a computer that is possible to be berfikir. Based on game development at this time , it is not denied that the rule needed something or play a different game on this game. strongly related to artificial intelligence is applied to the game in a way pembuatanya using fuzzy logic .

In the game " Turn - Based Strategy " aimed to determine the game -play decisions on the eventual goal is to defeat the king NPC. The game played simply to plan efficient paths that cross between and including the point of good in performance and accuracy after that when the path to bring the two opponent , it would appear that at the time the arena will be a fight between fighter in game.Pada this thesis the author analyzed the use of fuzzy logic in the movement of AI in a turn based strategy game turn - based Strategy which was given the name"Gerilya" . The application of fuzzy logic algorithm is expected to AI can determine the best decision in the game play .

In this final test the author make a game" Turn - Based Strategy " based on artificial intelligence by using fuzzy decision-making method using Unity logic. Application this algorithm which is software for game development . For making this game authors use the programming language C # of Unity .

Keyword   : Fuzzy Logic,Turn-Based Strategy,Unity,C#