

ABSTRACT

Game art of war is a game that had an action strategy genre. This game is made by transform two different genre into one game, the strategic one and RPG one. This game is designed by using AI Fuzzy Logic to choose how NPC behavior will do. The fuzzy logic that have a unique that can cover the gray area, that's means the fuzzy output is not only 1 or 0. So the decision making using this method will be dynamically and varies

The Fuzzy logic is used for decision making NPC in battlefield. This Fuzzy logic has three input that cover HP, BP and Moral, the input is obtained after the calculated the value in nation scene. Every NPC has 5 output possibility from this fuzzy logic, there is Lari, Bertahan, Ragu, Serang and Brutal. This fuzzy output is used for decide the next action that NPC will do.

After doing the Alpha Test, the result of using 4851 samples fuzzy output is Kabur have 4.45 %, bertahan have 25.27%, Ragu have 28.1%, Serang have 26.8% and the last is Brutal have 15.38%. this one showed us the output fuzzy that generated early is a dynamically output and varies.

Key Word : Game, AI, Fuzzy logic, Unity3D