

ABSTRACT

A soldier in an army is very influential in combat. These soldiers can be categorized into groups that can help each other in combat. Currently the strategy of fighting in the HeroClix game has a lot of variety and soldier's wisdom from each strategy is also diverse. Not a few players who have difficulty in making teams that have members in accordance with the desired strategy. But there is no system capable of assisting the selection of soldiers in accordance with the strategy used. This study aims to create a system that is able to help players to create a team in accordance with the strategy you want to use. The research begins with collecting data contained on a HeroClix character data provider site which is used as a research dataset. After that the user can choose 1 main character that will be built his team members based on the characters that have been selected by using knapsack method. The knapsack algorithm is used because each item has its own weight and value, after being given the maximum weight limit then the algorithm will look for items that can give high value with the same weight as the limit or near the limit. After the troops are formed it will be bolstered with other troops. The troop whose main character is the type of support has better results than the troops with the other type.

Keywords: tabletop game, knapsack, heroclix.