

DAFTAR PUSTAKA

- [1] F. Badri dan M. F. Al Habib, "IMPLEMENTASI ALGORITMA A* (A Star) PADA NPC (NON-PLAYABLE CHARACTER) GAME PACMAN MENGGUNAKAN GAME ENGINE UNITY 5 BERBASIS ANDROID," *Teknika: Engineering and Sains Journal*, pp. 49-56, 2020.
- [2] F. H. Putra, S. M. Nasution,S. T.,M. T. and R. A. Nugrahaeni,S. T.,M. T., "COMPARISON OF A* ALGORITHM AND TIME BOUNDED A* ALGORITHM ON MAZE CHASE GAME NPC," *International Seminar on Research of Information Technology and Intelligent Systems (ISRITI)*, pp. 79-48, 2019.
- [3] B. T. D. Irianto, S. Andryana and A. Gunaryati, "PENERAPAN ALGORITMA A-STAR DALAM MENCARI JALUR TERCEPAT DAN PERGERAKAN NONPLAYER CHARACTER PADA GAME PETUALANGAN LABIRIN TECH-EDU," *JURNAL MEDIA INFORMATIKA BUDIDARMA*, vol. 5, no. 3, pp. 953-962, 2021.
- [4] E. Junanto, A. B. Osmond,S.T.,M.T. and A. S. R. Ansori S.T .,M.T., "MEMBUAT PERGERAKAN NON-PLAYER CHARACTER (NPC) MENGGUNAKAN METODE A STAR," *e-Proceeding of Engineering*, vol. 7, p. 1491, 2020.
- [5] A. and D. A. Putra, "Penentuan Pergerakan Non-Player Character Menggunakan Algoritma a* Pada Game Action Role-Playing Game," *Jurnal Infomedia*, vol. 2, pp. 35-40, 2017.
- [6] J. Pasaribu, A. B. Osmond and R. E. Saputra, "PENGEMBANGAN PERILAKU KARAKTER LALAT PADA GAME," *e-Proceeding of Engineering*, vol. 6, no. 2, pp. 5715-5722, 2019.
- [7] P. Cowling, M. Buro, M. Bida, A. Botea, B. Bouzy, M. Butz, P. Hingston, H. Muñoz-Avila, D. Nau and M. Sipper, "Search in Real-Time Video Games," *Dagstuhl Research Online Publication Server*, vol. 6, pp. 1-19, 2013.
- [8] I. Zaremba and S. Kodors, "Pathfinding Algorithm Efficiency Analysis in 2D Grid," in *Proceedings of the 9th International Scientific and Practical Conference.*, Rēzekne, 2013.

- [9] B. Rahman and W. Wasum, "Implementasi Pathfinding pada karakter Hero dengan Algoritma A* dalam Game TBS Perang Komando," *Seminar Nasional FST*, vol. 2, pp. 40-44, 2019.
- [10] S. J. Russel and P. Norvig, Artificial Intelligence : A Modern Approach Second Edition, New Jersey: Pearson Education, Inc., 2003.
- [11] X. Cui and H. Shi, "A*-based Pathfinding in Modern Computer Games," *IJCSNS International Journal of Computer Science and Network Security*, vol. 11, no. 1, pp. 125-130, 2011.
- [12] A. Setyawan, P. Harsadi and S. Siswanti, "Penerapan Pathfinding Menggunakan Algoritma A* Pada Non Player," *Jurnal Ilmiah Sinus (JIS)*, vol. 17, no. 2, pp. 39-50, 2019.
- [13] I. Ahmad dan W. Widodo, "Penerapan Algortima A*(star) pada Game Petualangan Labirin Berbasis Android," *Khazanah Informatika*, vol. 3, no. 2, pp. 57-63, 2017.
- [14] R. F. Oktanugraha and S. R. Nudin, "Implementasi Algoritma A*(star) Dalam Penentuan Rute Terpendek Yang Dapat Dilalui Non-Player Character Pada Game Good Thief," *JINACS*, vol. 2, no. 1, pp. 74-85, 2020.