

## DAFTAR PUSTAKA

- [1] Kamus Besar Bahasa Indonesia, “Main,” *KBBI Online*.  
<https://kbbi.web.id/main> (accessed Aug. 01, 2022).
- [2] Oxford Learner’s Dictionaries, “non-player character,” *Oxford University Press*. <https://www.oxfordlearnersdictionaries.com/definition/english/non-player-character#:~:text=%2F,na:n ,pleɪər 'kærəktər%2F,non-player> characters are introduced. (accessed Aug. 01, 2022).
- [3] H. Warpefelt and H. Verhagen, “Towards an updated typology of non-player character roles,” *Proc. Int. Conf. Interfaces Hum. Comput. Interact. 2015, IHCI 2015, Game Entertain. Technol. 2015, GET 2015 Comput. Graph. Vis. Comput. Vis. Image Process. 2015, CGVCVIP 2015 - P*, pp. 131–139, 2015.
- [4] S. D. Handy Permana, K. B. Yougha Bintoro, B. Arifitama, and A. Syahputra, “Comparative Analysis of Pathfinding Algorithms A \*, Dijkstra, and BFS on Maze Runner Game,” *IJISTECH (International J. Inf. Syst. Technol.)*, vol. 1, no. 2, p. 1, 2018, doi: 10.30645/ijistech.v1i2.7.
- [5] K. Salen and E. Zimmerman, “Rules of Play : Game Design Fundamentals / K. Salen, E. Zimmerman ; pról. de Frank Lantz.,” 2004.
- [6] S. Permana, K. Bintoro, B. Arifitama, and A. Syahputra, “Maze Runner: Angel and Demon Path Finding Game Application using C-Theta\* Algorithm,” no. January, 2019, doi: 10.4108/eai.24-10-2018.2280610.
- [7] A. Candra, M. A. Budiman, and R. I. Pohan, “Application of A-Star Algorithm on Pathfinding Game,” *J. Phys. Conf. Ser.*, vol. 1898, no. 1, 2021, doi: 10.1088/1742-6596/1898/1/012047.
- [8] F. H. Putra, S. Michrandi Nasution, and R. A. Nugrahaeni, “Comparison of A\* Algorithm and Time Bounded A\* Algorithm on Maze Chase Game NPC,” *2019 2nd Int. Semin. Res. Inf. Technol. Intell. Syst. ISRITI 2019*, pp. 79–84, 2019, doi: 10.1109/ISRITI48646.2019.9034566.
- [9] A. Nash, K. Daniel, S. Koenig, and A. Feiner, “Theta\*: Any-angle path planning on grids,” *Proc. Natl. Conf. Artif. Intell.*, vol. 2, pp. 1177–1183, 2007.
- [10] E. R. Firmansyah, S. U. Masruroh, and F. Fahrianto, “Comparative analysis

- Of A\* and basic theta\* algorithm in android-based pathfinding games,” *Proc. - 6th Int. Conf. Inf. Commun. Technol. Muslim World, ICT4M 2016*, pp. 275–280, 2017, doi: 10.1109/ICT4M.2016.56.
- [11] P. T. H. Le and K. D. Lee, “Weight value and map complexity in theta,” *MATEC Web Conf.*, vol. 54, pp. 10–14, 2016, doi: 10.1051/matecconf/20165405003.
- [12] A. A. Adegun, R. O. Ogundokun, S. Ogbonyomi, and P. O. Sadiku, “Design and implementation of an intelligent gaming agent using A\* algorithm and finite state machines,” *Int. J. Eng. Res. Technol.*, vol. 13, no. 2, pp. 191–206, 2020, doi: 10.37624/ijert/13.2.2020.191-206.
- [13] A. Kramarzewski and D. De Nucci, *Practical Game Design: Learn the Art of Game Design Through Applicable Skills and Cutting-Edge Insights*. Packt Publishing, 2018.
- [14] D. Lichaw, *The User’s Journey: Storymapping Products That People Love*. Rosenfeld Media, 2016.
- [15] M. de Barros Barbosa, C. de Barros Barbosa, and A. F. Barbosa, “MuSSE: A Tool to Extract Meta-Data from Game Sprite Sheets Using Blob Detection Algorithm,” in *2015 14th Brazilian Symposium on Computer Games and Digital Entertainment (SBGames)*, 2015, pp. 61–69. doi: 10.1109/SBGAMES.2015.22.
- [16] Kenney, “Kenney RPG Urban Pack.” <https://kenney.nl/assets/rpg-urban-pack> (accessed May 10, 2022).
- [17] Kenney, “Kenney Pixel Vehicle Pack.” <https://kenney.nl/assets/pixel-vehicle-pack> (accessed Jul. 20, 2022).