

DAFTAR PUSTAKA

- [1] D. Nurdiana, and A. Suryadi, “Perancangan game budayaku indonesiaku menggunakan metode mdlc,” *Jurnal Pendidikan*, 2017. Available: <https://journal.institutpendidikan.ac.id/index.php/petik/article/viewFile/149/168>
- [2] T. Takur, “Sejarah game dan perkembangannya hingga sekarang,” sobatgame.com. <https://sobatgame.com/sejarah-game/> (accessed 22 December 2022)
- [3] A. G. Pradana, and S. Nita, “Rancang bangun game edukasi “amudra” alat musik daerah berbasis android,” *Seminar Nasional Teknologi Informasi dan Komunikasi*, 2017, [Online], Available: <http://prosiding.unipma.ac.id/index.php/SENATIK/article/view/1062>
- [4] A.V. Vitianingsih, “Game edukasi sebagai media pembelajaran pendidikan anak usia dini,” *Jurnal Ilmiah Bidang Teknologi Informasi dan Komunikasi*, vol. 1, no. 1, pp. 25, Jan. 2016.
- [5] N. H. Carter, “Implementing non player characters in world wizards,” Bachelor dissertation, Dept. Science, Worcester Polytechnic Institute, 2020.
- [6] F. F. Hakim "Apa itu npc di dalam game," id.quora.com, <https://id.quora.com/Apa-itu-NPC-di-dalam-game> (accessed 26 February 2023).
- [7] H. Sifaulloh, J. N. Fadila, and F. Nugroho "Penerapan metode finite state machine pada game “santri on the road”,” *Jurnal Teknologi dan Informasi*, vol. 3 no. 1, pp. 11-18 (2021).
- [8] M. F. Rahadian, A. Suyatno, and S. Maharani "Penerapan metode finite state machine pada game "the relationship,” *Jurnal Ilmiah Ilmu Komputer*, vol, 11, no. 1, pp. 14-22 (2016).
- [9] C. W. Reynolds, "Steering behaviors for autonomous characters," *Sony Computer Entertainment America*, May 2003, [Online], Available: <https://www.red3d.com/cwr/papers/1999/gdc99steer.html>
- [10] A F Pukeng, R. R. “An intelligent agent of finite state machine in educational game “Flora the Explorer” ” . *Journal of Physics: Conference Series*.(2019).

- [11] I. Setiawan, "Perancangan software embeded system berbasis fsm," elektro.undip.ac.id, pp. 01-02, 2006
- [12] S. Rostianingsih, G. S. Budhi, and H. K. Wijaya "Game simulasi finite state machine untuk pertanian dan peternakan," *Jurnal Informatika*, 2013
- [13] V. H. Pranatawijaya, Widiatry, R. Priskila, P. B. A. A. Putra, "Pengembangan aplikasi kuesioner survey berbasis web menggunakan skala likert dan guttman," *Jurnal Sains dan Informatika*, vol. 5, no. 2, November 2019, Accessed 27 February 2023, [Online], Available: <https://jsi.politala.ac.id/index.php/JSI/article/view/185/106>