

## DAFTAR PUSTAKA

- [1] I. Bagus, Y. S. Pradipta, I. Gede, M. Darmawiguna, I. Made, and G. Sunarya, "Pengembangan aplikasi game basa bali sebagai media pembelajaran bahasa bali berbasis android," *Kumpulan Artikel Mahasiswa Pendidikan Teknik Informatika (KARMAPATI)*, vol. 4, 2015.
- [2] "Not boring company - not boring company litepaper," 2022. [Online]. Available: <https://litepaper.nbcompany.io>
- [3] Opsive, "Behavior designer overview," 2022. [Online]. Available: <https://opsive.com/support/documentation/behavior-designer/overview/>
- [4] A. Granberg, "Get started with the a\* pathfinding project," 2022. [Online]. Available: <https://arongranberg.com/astar/docs/getstarted.html>

