

## DAFTAR PUSTAKA

- [1] D. Hogan, "Castlevania: Circle of the moon (gba) review," Hogan Reviews, 02 2019. [Online]. Available: <https://hoganreviews.co.uk/2019/02/23/castlevania-circle-of-the-moon-gba-review/>
- [2] Opsive, "What is a behavior tree?" Opsive, 2022. [Online]. Available: <https://opsive.com/support/documentation/behavior-designer/what-is-a-behavior-tree/>
- [3] J. Wahyudhi, "Video game sebagai media pembelajaran sejarah (suatu alternatif dalam menyelenggarakan pembelajaran sejarah)," *SOSIO DIDAKTIKA: Social Science Education Journal*, vol. 1, 12 2014.
- [4] I. S. Aji, G. Adyaksa, and B. Laksono, "Pengaruh bermain video game tipe first person shooter terhadap waktu reaksi yang diukur dengan ruler drop test," *Jurnal Kedokteran Diponegoro*, vol. 3, p. 104751, 2014. [Online]. Available: <https://www.neliti.com/publications/104751/pengaruh-bermain-video-game-tipe-first-person-shooter-terhadap-waktu-reaksi-yang>
- [5] A. De Oliveira, R. Franco, F. Carvalho-Gomes, J. Gilvan, R. Maia, B. Oliveira, J. Wellington, F. Da Silva, F. Antônio, and C. Gomes, "A framework for metroidvania games a framework for metroidvania games," ResearchGate, 11 2020. [Online]. Available: [https://www.researchgate.net/publication/346540910\\_A\\_Framework\\_for\\_Metroidvania\\_Games](https://www.researchgate.net/publication/346540910_A_Framework_for_Metroidvania_Games)
- [6] M. Colledanchise and P. Ögren, "Behavior trees in robotics and ai: An introduction," *CoRR*, vol. abs/1709.00084, 07 2018. [Online]. Available: <https://arxiv.org/abs/1709.00084>
- [7] Y. A. Sekhavat, "Behavior trees for computer games," *International Journal on Artificial Intelligence Tools*, vol. 26, p. 1730001, 04 2017.
- [8] K. McQuillan, "A survey of behaviour trees and their applications for game ai a survey of behaviour trees and their applications for game ai," 2015. [Online]. Available: [https://www.academia.edu/33601149/A\\_Survey\\_of\\_Behaviour\\_Trees\\_and\\_their\\_Applications\\_for\\_Game\\_AI\\_A\\_Survey\\_of\\_Behaviour\\_Trees\\_and\\_their\\_Applications\\_for\\_Game\\_AI](https://www.academia.edu/33601149/A_Survey_of_Behaviour_Trees_and_their_Applications_for_Game_AI_A_Survey_of_Behaviour_Trees_and_their_Applications_for_Game_AI)
- [9] W. Julian Dika P and A. Finandhita, "Pembangunan game third person shooter 3d selamatkan orang utan," repository.unikom.ac.id, 04 2014. [Online]. Available: <https://repository.unikom.ac.id/26792/>
- [10] T. Fullerton, *Game design workshop : a playcentric approach to creating innovative games*. CRC Press / Taylor & Francis Group, 2019.

- [11] M. Abdi Prawira and I. Ikbal, "Analisis pengaruh storytelling terhadap game lorong waktu-pangeran diponegoro sebagai media edukasi sejarah," repository.unikom.ac.id, 12 2013. [Online]. Available: <https://repository.unikom.ac.id/26117/>
- [12] I. Fauzan, "Artificial intelligence (ai) pada proses pengawasan dan pengendalian kepegawaian – sebuah eksplorasi konsep setelah masa pandemi berakhir," *Civil Service Journal*, vol. 14, pp. 31–42, 2020. [Online]. Available: <https://jurnal.bkn.go.id/index.php/asn/article/view/261>
- [13] M. S. Y. Lubis, "Implementasi artificial intelligence pada system manufaktur terpadu," *Seminar Nasional Teknik (SEMNASTEK) UISU*, vol. 4, p. 1–7, 08 2021. [Online]. Available: <https://jurnal.uisu.ac.id/index.php/semnastek/article/view/4134>
- [14] A. Rifqi, "Penerapan metode behaviour tree pada npc musuh dalam game 2090 sebagai pendidikan moral pancasila," *etheses.uin-malang.ac.id*, 07 2020. [Online]. Available: <http://etheses.uin-malang.ac.id/20471/>
- [15] A. Junaidi, A. Yunus, and A. S. Wiguna, "Implementasi behavior tree pada perilaku npc di game sidescroller," *Kurawal - Jurnal Teknologi, Informasi dan Industri*, vol. 4, p. 92–103, 10 2021. [Online]. Available: <https://jurnal.machung.ac.id/index.php/kurawal/article/view/459>
- [16] M. Phan, J. R. Keebler, and B. S. Chaparro, "The development and validation of the game user experience satisfaction scale (guess)," *ResearchGate*, 09 2016. [Online]. Available: [https://www.researchgate.net/publication/308343588\\_The\\_Development\\_and\\_Validation\\_of\\_the\\_Game\\_User\\_Experience\\_Satisfaction\\_Scale\\_GUESS](https://www.researchgate.net/publication/308343588_The_Development_and_Validation_of_the_Game_User_Experience_Satisfaction_Scale_GUESS)
- [17] J. Keebler Assoc, W. Shelstad, D. Google, B. Chaparro, and M. Phan Google, "Validation of the guess-18: A short version of the game user experience satisfaction scale (guess)," *Journal of User Experience*, vol. 16, pp. 49–62, 2020.
- [18] A. Joshi, S. Kale, S. Chandel, and D. Pal, "Likert scale: Explored and explained," *British Journal of Applied Science & Technology*, vol. 7, pp. 396–403, 01 2015.
- [19] Y. M. Hutagalung and R. Riwinoto, "Analysis of virtual reality-based warehouse simulation applications using the game user experience satisfaction scale method," *JOURNAL OF APPLIED MULTIMEDIA AND NETWORKING*, vol. 6, pp. 1–9, 12 2022. [Online]. Available: <https://jurnal.polibatam.ac.id/index.php/JAMN>
- [20] S. , *Metode Penelitian kuantitatif, kualitatif dan R & D*. Alfabeta, 2014.