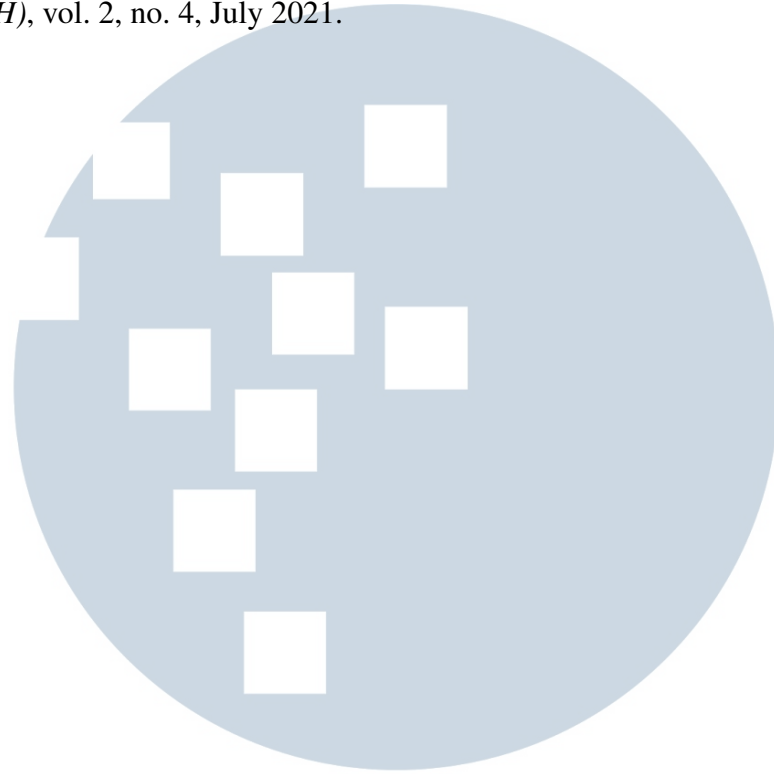


DAFTAR PUSTAKA

- [1] W. Pratama, "Game Adventure Misteri Kotak Pandora," *Jurnal Telematika*, vol. 7, no. 2, pp. 13–31, 2014.
- [2] H. Haryanto and W. S. Sari, "Serious Game Berbasis Konsep Open World Sebagai Sarana Belajar Mandiri dalam Pengenalan Bahasa Mandarin untuk Anak," *Techno.COM*, vol. 11, no. 4, pp. 202–210, November 2012.
- [3] B. S. Ginting and F. Ramadhan, "Perancangan Game Become A King Berbasis Artificial Intelligence," *METHOMIKA: Jurnal Manajemen Informatika Komputerisasi Akuntansi*, vol. 2, no. 1, pp. 12–21, 2018.
- [4] P. C. Joni, "Analisis Kualitas Software Pada Pembangunan Mobile Game RPG Berdasarkan Kebutuhan Kualitas Untuk Mobile Game," *IT Journal Research and Development*, vol. 3, no. 1, pp. 62–71, 2018.
- [5] K. G. Bonifatius, R. Delima, and G. G. Samuel, "Analisis Implementasi Algoritma a* (A-star) Pada Game Rpg (Role Playing Game) 3d Sebagai Dasar Pergerakan Npc (Non-player Character) Mendekati Player Untuk Meningkatkan Realitas Game World," *Informatika: Jurnal Teknologi Komputer dan Informatika*, vol. 9, no. 2, 2013.
- [6] J. Y. Wang and Y. B. Lin, "Game AI: Simulating Car Racing Game by Applying Pathfinding Algorithms," *International Journal of Machine Learning and Computing*, vol. 2, no. 1, February 2012.
- [7] S. Wicaksono, "Game Advanture of Paperu Using RPG Maker VX," *Jurnal Transit*, no. 140-148, 2013.
- [8] L. Husniah, R. Mahendra, and A. S. Kholimi, "Comparison Between A* And Obstacle Tracing Pathfinding In Gridless Isometric Game," *5th International Conference on Electrical Engineering*, 2018.
- [9] S. L. Pardede, F. R. Athallah, F. D. Zain, Y. N. Huda, R. A. Nugrahaeni, M. Kallista, and P. D. Kusuma, "A Review of Pathfinding in Game Development," *CEPAT Journal of Computer Engineering: Progress, Application and Technology*, vol. 1, no. 1, pp. 46–55, May 2022.
- [10] Y. Sazaki, H. Satria, A. Primanita, and M. Syahroyni, "Analisa Perbandingan Algoritma A* dan Dynamic Pathfinding Algorithm untuk NPC pada Car Racing Game," *Jurnal Teknologi Informasi dan Ilmu Komputer (JTIK)*, vol. 5, no. 1, pp. 95–103, March 2018.
- [11] I. Darwin and S. Liawatimena, "Dynamic Map Pathfinding Using Hierarchical Pathfinding Theta-Star (HPT*) Algorithm," *International Journal of Engineering and Emerging Technology*, vol. 6, no. 2, December 2021.
- [12] A. Pramono, "Algoritma Pathfinding A* pada Game RPG Tanaman Higienis," *Jurnal Edukasi dan Penelitian Informatika (JEPIN)*, vol. 1, no. 2, 2015.

- [13] R. Kaban, F. Syahputra, and Fajrillah, “Perancangan Game RPG (Role Playing Game) Nusantara Darkness Rises,” *Journal of Information System Research (JOSH)*, vol. 2, no. 4, July 2021.



UMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA