

## DAFTAR PUSTAKA

- [1] K. R. P. Andy Gunawan, Rolly Intan, “Penerapan adaptive neuro fuzzy inference system pada real time strategy battle arena game,” *Fakultas Teknologi Industri*, vol. 6, no. 2, pp. 252–263, 2018.
- [2] S. Lucas, “Computational intelligence and ai in games: A new iee transactions,” *IEEE Trans. Comput. Intelligence. and AI in Games*, vol. 1, pp. 1–3, 03 2009.
- [3] J.-S. Jang, “Anfis: adaptive-network-based fuzzy inference system,” *IEEE Transactions on Systems, Man, and Cybernetics*, vol. 23, no. 3, pp. 665–685, 1993.
- [4] L. A. Zadeh, “Fuzzy logic = computing with words,” *IEEE Trans. Fuzzy Syst.*, vol. 4, pp. 103–111, 1996. [Online]. Available: <https://api.semanticscholar.org/CorpusID:6646615>
- [5] H. S. Navneet Walia and A. Sharma, “Anfis: Adaptive neuro-fuzzy inference system- a survey,” *International Journal of Computer Applications*, vol. 123, no. 13, 2015.
- [6] E. Volna, “Fuzzy-based decision strategy in real-time strategic games,” *AIP Conference Proceedings*, vol. 1906, p. 080002, 11 2017.
- [7] V. Lopez, J. Corchado, J. De Paz, S. Rodríguez, and J. Bajo, “A somagent statistical machine translation,” *Applied Soft Computing*, vol. 11, no. 2, pp. 2925–2933, 2011, the Impact of Soft Computing for the Progress of Artificial Intelligence. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S1568494610002413>
- [8] E. Anderson, L. McLoughlin, F. Liarokapis, C. Peters, P. Petridis, and S. Freitas, “Computing and cultural heritage,” *Computing and Cultural Heritage*, pp. 29–48, 01 2009.
- [9] K. R. Purba, Liliana, and J. Pranata, “Optimization of units movement in turn-based strategy game,” *JIRAE (Journal of Informatics Research and Applications in Engineering)*, vol. 1, no. 1, pp. 33–37, 2016.
- [10] H. Chen, Y. Mori, and I. Matsuba, “Solving the balance problem of on-line role-playing games using evolutionary algorithms,” *Journal of Software Engineering and Applications*, vol. 5, pp. 574–582, 2012. [Online]. Available: <http://dx.doi.org/10.4236/jsea.2012.58066>
- [11] 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, pp. 235–246, 2021. [Online]. Available: <https://ejurnal.seminar-id.com/index.php/josh/>