

DAFTAR PUSTAKA

- [1] Y. S. Putra, M. A. Muslim, and A. Naba, “*Game* Chicken Roll dengan Menggunakan Metode Forward Chaining,” 2013.
- [2] D. Williams, N. Martins, M. Consalvo, and J. D. Ivory, “The virtual census: Representations of gender, race and age in video *games*,” *New Media Soc*, vol. 11, no. 5, pp. 815–834, Aug. 2009, doi: 10.1177/1461444809105354.
- [3] J. R. Situmorang, “Penggunaan *Game* Theory dalam Ilmu Sosial,” 2015.
- [4] R. Dwi Agustin, “KERANGKA ANALISIS KOMPONEN KONSEP DAN DESAIN *GAME*,” 2017.
- [5] Richard. Rouse, *Game design : theory & practice*. Wordware Pub, 2005.
- [6] D. Jagdale, “*Finite State Machine* in *Game* Development,” *International Journal of Advanced Research in Science, Communication and Technology*, pp. 384–390, Oct. 2021, doi: 10.48175/ijarsct-2062.
- [7] A. R. Al Tahtawi, Y. Somantri, and E. Haritman, “Design and Implementation of PID Control-based FSM Algorithm on Line Following Robot,” 2016.
- [8] M. Abdi, D. Herumurti, and I. Kuswardayan, “Analisis Perbandingan Kecerdasan Cuatan pada Computer Player dalam Mengambil Keputusan pada *Game* Battle RPG (2017),” *Jurnal Ilmiah Teknologi Informasi*, vol. 15, no. 2, pp. 226–237, Jul. 2017.
- [9] B. Jang, M. Kim, G. Harerimana, and J. W. Kim, “*Q-Learning* Algorithms: A Comprehensive Classification and Applications,” *IEEE Access*, vol. 7, pp. 133653–133667, 2019, doi: 10.1109/ACCESS.2019.2941229.
- [10] D. M. Anugraha, I. Agustina, and F. Fauziah, “*Game* Edukasi Berbasis Kinect untuk Anak Berkebutuhan Khusus (Autis) dengan Metode *Finite State Machine* ,” *JOINTECS (Journal of Information Technology and Computer Science)*, vol. 3, no. 1, Jan. 2018, doi: 10.31328/jointecs.v3i1.501.

- [11] A. Syahrul Amal, P. Pendidikan Teknologi Informasi, and P. Pendidikan Matematika, “Pengembangan *Game* Edukasi Untuk Mata Pelajaran Pemodelan Perangkat Lunak Kelas XI Berbasis Android,” 2021.
- [12] J. Wang, *Formal Methods in Computer Science*, 1st ed. New York: Chapman and Hall/CRC, 2019.
- [13] A. Septian Mulyana, W. Kurniawan, and G. E. Setyawan, “Perancangan Sistem Keamanan Motor Dengan Menggunakan State Machine,” 2018. [Online]. Available: <http://j-ptiik.ub.ac.id>
- [14] M. Sobron *et al.*, *IMPLEMENTASI ARTIFICIAL INTELLIGENCE PADA SYSTEM MANUFAKTUR TERPADU*.
- [15] J. Homepage, A. Roihan, P. Abas Sunarya, and A. S. Rafika, “IJCIT (Indonesian Journal on Computer and Information Technology) Pemanfaatan Machine Learning dalam Berbagai Bidang: Review paper,” 2019.
- [16] A. Brown *et al.*, “*Reinforcement Learning* for Adaptive Non-Player Characters,” *Journal of Game Development*, vol. 5, no. 2, 2018.
- [17] R. S. Sutton and A. G. Barto, “*Reinforcement Learning An Introduction* second edition,” 2018.
- [18] C. J. C. H. Watkins, “Learning from Delayed Rewards (1989),” 1989.
- [19] J. Bryce and J. Rutter, “An introduction to understanding digital *games*,” in *Understanding Digital Games*, SAGE Publications Inc., 2006, pp. 1–18. doi: 10.4135/9781446211397.n1.
- [20] E. (Ernest W.) Adams and A. Rollings, *Fundamentals of game design*. New Riders, 2010.
- [21] M. Jamil, “Pemanfaatan Teknologi Virtual Reality (VR) Di Perpustakaan...(M Jamil) Pemanfaatan Teknologi Virtual Reality (VR) di Perpustakaan,” 2018.
- [22] A. Rachmatullah, “Mempelajari C#: Bahasa Pemrograman Modern,” 2002.

- [23] R. A. Krisdiawan, "IMPLEMENTASI MODEL PENGEMBANGAN SISTEM GDLC DAN ALGORITMA LINEAR CONGRUENTIAL GENERATOR PADA *GAME PUZZLE*," *JURNAL NUANSA INFORMATIKA*, vol. 12, no. 2, 2018, Accessed: Nov. 15, 2023. [Online]. Available: <https://journal.uniku.ac.id/index.php/ilkom>