

DAFTAR PUSTAKA

- [1] A. R. Ernest Adams, *Fundamentals of Game Design*, Pearson Prentice Hall, 2007.
- [2] T. H. Apperley, *Genre and game studies*, Sage Publications, 2006.
- [3] S. Rabin, *Game AI Pro 2: Collected Wisdom of Game AI Professionals*, Boca Raton: Taylor & Francis Group, LLC, 2015.
- [4] I. Millington and J. Funge, *Artificial Intelligence For Games*, Burlington: Elsevier Inc., 2009.
- [5] K. Warwick, *Artificial Intelligence: The Basics*, Routledge Publisher, 2012.
- [6] R. A. Brooks, "Intelligence Without Reason," Massachusetts Institute of Technology, Massachusetts, 1991.
- [7] P. H. Winston, *Artificial Intelligence*, Second dition, Reading MA: Addison-Wesley, 1984.
- [8] P. E. Black, "finite state machine," *Dictionary of Algorithms and Data Structures*, 22 8 2013. [Online]. Available: <https://xlinux.nist.gov/dads//HTML/finiteStateMachine.html>. [Accessed 30 11 2015].
- [9] J. Brownlee, "Finite State Machines (FSM)," 2002.
- [10] E. W. Dijkstra, "Numerische Mathematlk I," *A note on two problems in connexion with graphs*, pp. 269-271, 1959.
- [11] Monogame, "What is Monogame," 2009. [Online]. Available: http://www.monogame.net/documentation/?page=What_is_MonoGame. [Accessed 12 Juni 2016].
- [12] Microsoft, "XNA Game Studio 4.0," 2016. [Online]. Available: <https://msdn.microsoft.com/en-us/library/bb200104%28v=xnagamestudio.40%29.aspx>. [Accessed 12 Juni 2016].