IMPLEMENTATION OF INTELLIGENT UNIT BEHAVIOR IN TOWER OF DEFENSE FLASH GAME

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Abstract

Flash Game is one of online gaming type which having a rapid development, especially in its innovation. Game with a brand new gameplay system developing from a creative thinking from previous version almost pop up in every month. The easeness in marketing make Flash games become one of many factors that makes the developers compete to create interactive and exciting Flash games.

In general, the behavior of units in Tower Defense type game is just attacking the nearest unit. In fact, it could be the unit that he should attack, either because it has fewer lives, or he is closer to the tower, is another unit. By applying the fuzzy algorithm, the attack patterns become more effective and the unit has more intelligent behavior.

By using Fuzzy Logic, after comparing the games that do not use fuzzy with games that use fuzzy, the game become more attractive, with faster completion of each level and the increases intelligence of each unit.

Keyword: keyword : Flash Game, Tower Defense, Fuzzy Logic