ABSTRACT

DESIGN AND DEVELOPMENT OF GAME "TERNAK"

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Games in this case refers to the notion of intellectual agility. In the implementation of a game would require an AI (Artificial Intelligence), and AI used in game development of "Ternak" *is A* (A Star) algorithm with the euclidean distance. This algorithm is a search algorithm to find the shortest route with the minimum cost, A* algorithm is finding the shortest route by summing the actual distance with estimates distance to make the distance optimum and complete.*

"Ternak" *is a game that tells about livestock, they are fish, chicken, ducks, goats and cow. Genre of this game is a time management game, it is built with the Flash Actionscript programming languages. The Artificial Intelligence used are A* with the euclidean distance used at animal to search where food is located, and when the anemy hunting to animal.*

The test results of the game "Ternak" *is when animals are hungry and enemy come it will look for the shortest route by the A* algorithm with the euclidean distance to get where food is located.*

Keywords: *Game, Artificial Intelligence, Time Management Games, Flash, Actionscript, A* Algorithm.*