ABSTRACT

DEVELOPMENT GAME APLICATION
THE RIGHT WAY

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The development of technologies from time to time made a great strides, one of them is a game. Game is not only draw from the feature side but also the perspicacity side on the objects in it. One of the games which use artificial intelligence is a pac-man game, the using of artificial intelligence in this game is good enough. However, this game has weaknesses, there are : the picture of the game is still simple, so it does not appeal the children and the labyrinth map is still the same in every level.

The A algorithm application in labyrinth game is made for getting the best step from the position of the starting point to the destination point. The A* algorithm is an algorithm which combine the Dijkstra algorithm with Best First Search algorithm to compensate the weaknesses of each algorithm. Aside from the calculation of the budget it needs to run from one node to another node, A* algorithm use heuristic to prioritize of checking the nodes in order to run in proper route.*

The result of the test from this game application shows that A algorithm is not only getting the way from starting point to destination point on the map, but also giving the optimal route of search result that has the shortest route to the destination point.*

Keywords : artificial intelligence, labyrinth game, A algorithm*