DAFTAR PUSTAKA

[1] Dr.Suyoto, Intlegensi Buatan Teori dan Pemrograman, Gava Media, Yogyakarta, 2004.

[2] Flowler M, UML Distiled Edisi Ketiga Panduan Singkat Bahasa Objek Standar, 2008

[3] Game Ratings & Descriptor Guide http://www.esrb.org/ratings/ratings_guide.jsp tanggal akses :15 November 2012.

[4] Gisella Tani Pratiwi "Cegah Si Kecil Kecanduan Games" Sekar, Juli 2010

[5] Hermawan Benny, Menguasai Java & Object Oriented Programming, 2007

[6] Lindsay Grace. Game Type and Game Genre, 2005.

[7] Michael Kolling. Introduction To Programming With greenfoot, 2008

[8] Permodelan Objek Standar, Penerbit ANDI, Yogyakarta, 2004.

[9] Pressman, Roger S. Software Engineering – fifth edition, Mc Graw Hill, 2001

[10] Samuel Henry Panduan Praktis Membuat Game 3D, Graha ilmu, Yogyakarta 2005

[11] Suyanto. ST, Msc, Artificial Intelligence Searching, Reasoning, Planning and Learning, Penerbit informatika, Bandung, 2007.

[12] Tri Erri Astoeti, drg, Mkes, "Tingkatkan Kesadaran Merawat Gigi". Sekar, Juli 2010

[13] Basic Collison Detection In 2D - Part 1 http://devmag.org.za/2009/03/2013/basic-collison-detection-in-2d-part-1/ tanggal akses : 15 November 2012