DAFTAR PUSTAKA

[1] Adams, E 2010, *Fundamentals of Game Design (2nd edition)*, New Riders, Berkeley.

[2] Ayuningtyas, Nadhira. 2008. *Algoritma minimax dalam permainan checkers*. Dalam Strategi Algoritmik. Bandung, Indonesia: Institut Teknologi Bandung.

[3] Bruin, D.A., Wim,Pijls., Aske,Plaat.1994. *Solution Trees as a Basis for Game Tree Search. Technical Report EUR-CS-94-04*, Department of Computer Science, Erasmus University Rotterdam.

[4] Chandler, Heather M & Chandler, R 2011, *Fundamentals of Game Development*, Jones & Bartlett Learning, LLC.

[5] Effendi, Aditya Kurniawan., Delima, Rosa. & Chrismanto, Antonius Rachmat. 2012. *Implementasi Algoritma Negascout Untuk Permainan Checkers*. Universitas Kristen Duta Wacana.

[6] Ismail, Andang 2006, *Education Games: Menjadi Cerdas dan Ceria dengan Permainan Edukatif*, Pilar Media, Yogyakarta.

[7] Jones, M., Dkk. 2008. *Artificial Intelligence : A System Approach*. Infinity Science Press LLC:Massachusetts.

[8] Kevin Winata. 2012. *Penerapan Algoritma Alpha-Beta Pruning pada Permainan Nine Men's Morris*. Institut Teknologi Bandung.

[9] Millington, Ian. 2006. *Artificial Intelligence For Games*. United States of America.

[10] Munawar. 2005, *Pemodelan Visual dengan UML*, Graha Ilmu, Yogyakarta.

[11] Petcu Simona Alexandra, Holban Stefan. 2008. *Nine Men's Morris: Evaluation Function*. Politehnica of Timisoara.

[12] Russell, Stuart J & Norvig, Peter 1995, *Artificial Intelligence: A Modern Approach,* Prentice Hall.

[13] S, Rosa A & Shalahuddin, M 2013, *Rekayasa Perangkat Lunak: Terstruktur dan Berorientasi Objek*, Informatika, Bandung.