DAFTAR PUSTAKA

[1] Kusumadewi, Sri . 2003. *Artificial Intelligence* (Teknik dan Aplikasinya) , Graha ilmu , Yogyakarta.

[2] Pressman, Roger S. 2012. *Software Engineering*: *A Practitioner's Approach 7th edition* , McGraw Hill Higher Education

[3] Nilwan . 1996. Pemprograman Animasi dan Game Profesional, Elek Media Komputindo, Jakarta.

[4] Rabin, Steven . 2010. *Introduction to Game Development Second Edition* , Course Technology , a part of Cengage Learning .

[5] Adam, Ernest . 2010. *Fundamentals of Game Design* , *Secon Edition* , New Riders Publishing , Berkley CA.

[6] Suyanto . 2007 . *Artificial Intelligence* , Informatika , Bandung.

[7] Russel, Stuart dan Peter Norvig . 1995. *Artificial Intelligence A Modern Approach Second Edition*, Pearson Education, Inc., New Jersey.

[8] Hellmann, M . 2001. *Fuzzy Logic Introduction*, Laboratoire Antennes Radar Telecom,F.R.E CNRS 2272, Equipe Radar Polarimetrie.

[9] Fowler , Martin . 2004 . *UML Distilled 3th Edition* . Panduan Singkat Bahasa Pemodelan Objek Standar , Andi ,Yogyakarta.

[10] Raharjo.B , Heryanto dan Arif Haryano . 2009 . Mudah Belajar JAVA , Informatika , Bandung.

[11] http://www.flasharcade.com/tower-defence-games/play/tree-of-life-tower-defense.html tanggal dan jam akses 01/01/2015 20:21