

BIBLIOGRAPHY

- Adeniyi, A., Brahma, B., Adebisi, M., Awotunde, J., Gbenga, R., Olasinde, E., & Bandyopadhyay, A. (2024). Development of Two Dimension (2D) Game Engine with Finite State Machine (FSM) Based Artificial Intelligence (AI) Subsystem. *Procedia Computer Science*, 235, 2996–3006. <https://doi.org/10.1016/j.procs.2024.04.283>
- Alves Da Silva, G., Wagner, M., & Ribeiro, S. (2021). Development of Non-Player Character with Believable Behavior: a systematic literature review.
- Andriyadi, A., Yuliawati, D., Saleh, S., & Bachry, B. (2020). Implementing White Box Testing for Evaluating the Inner Logic Code of the Research, Staffs, and Library Information System of Institute of Informatics and Business Darmajaya.
- Bagus, M., Alvian, R., Bukhori, S., Muhammad, A., & Furqon. (2024). Implementation of Finite State Machine to Determine The Behaviour of Non-Playabale Character in Leadership Simulation Game. *Journal of Games, Game Art and Gamification*, 09(01).
- Boon, N. (2023). The impact of integrating Artificial Intelligence into the video games industry.
- Chergarova, V., Tomeo, M., Morgan, H., & Andrade, S. (2024). Integrating Artificial Intelligence (Ai) into Game Development to Elevate Diverse Gameplay Elements. *Issues in Information Systems*. https://doi.org/10.48009/2_iis_2024_132
- DCM. (2025, May 25). Maintainability Index | DCM - Code Quality Tool for Flutter Developers. *Dcm.dev*. <https://dcm.dev/docs/metrics/function/maintainability-index/>
- Filipović, A. (2023). The Role Of Artificial Intelligence in Video Game Development. *Kultura Polisa*, 20(3), 50–67. <https://doi.org/10.51738/kpolisa2023.20.3r.50f>
- Frayudha, A. D., Pande, I. R., & Juwita, M. B. (2024). Implementation of Black Box Testing with the Application of Equivalence Partitioning Techniques in the M-Magazine Android Application at Semen Gresik High School. *Elinvo (Electronics, Informatics, and Vocational Education)*, 9(1), 134–143. <https://doi.org/10.21831/elinvo.v9i1.70382>

- French, K., Wu, S., Pan, T., Zhou, Z., & Jenkins, O. C. (2019). Learning Behavior Trees From Demonstration. 2019 International Conference on Robotics and Automation (ICRA), 7791–7797. <https://doi.org/10.1109/icra.2019.8794104>
- game-revolution.com. (2024, November 20). The Current State of the Video Game Industry - Game Revolution. Game Revolution. <https://game-revolution.com/the-current-state-of-the-video-game-industry/>
- Hallen, M., Iovino, M., Sander-Tavallaey, S., & Smith, C. (2024). Behavior Trees in Industrial Applications: A Case Study in Underground Explosive Charging.
- IJsselsteijn, W. A., de Kort, Y. A. W., & Poels, K. (2013). The Game Experience Questionnaire. Technische Universiteit Eindhoven.
- Iovino, M., Förster, J., Falco, P., Chung, J., Siegwart, R., & Smith, C. (2024). Comparison between Behavior Trees and Finite State Machines.
- Iovino, M., Scukins, E., Styrod, J., Ögren, P., & Smith, C. (2022). A survey of Behavior Trees in robotics and AI. *Robotics and Autonomous Systems*, 154, 104096. <https://doi.org/10.1016/j.robot.2022.104096>
- Junaidi, A., Yunus, A., & Wiguna, A. S. (2021). Implementasi Behavior Tree pada Perilaku Npc di Game Sidescroller. *Kurawal - Jurnal Teknologi, Informasi Dan Industri*, 4(2), 92–103. <https://doi.org/10.33479/kurawal.v4i2.459>
- Kim, S., Song, K., Lockee, B. B., & Burton, J. K. (2018). Gamification in learning and education : enjoy learning like gaming. Springer.
- Marchelputra, T., Haryanto, H., Hastuti, K., Kadiasti, R., Semarang, D., Animasi, U., Dian, N., & Semarang. (2023). Non-Playable Character (NPC) based on Behaviour Tree for Enhanced Immersive Experience in the Serious Game “Warik’s Adventure.” *Journal of Applied Informatics and Computing (JAIC)*, 7(2), 284.
- Mikejo5000. (2025, January 10). Code metrics - Maintainability index range and meaning - Visual Studio (Windows). Microsoft.com. <https://learn.microsoft.com/en-us/visualstudio/code-quality/code-metrics-maintainability-index-range-and-meaning>
- Moore , K., & Gupta, D. (2016). Finite State Machines | Brilliant Math & Science Wiki. Brilliant.org. <https://brilliant.org/wiki/finite-state-machines/#finite-state-machines>
- Pratala, C. T., Asyer, E. M., Prayudi, I., & Saifudin, A. (2020). Pengujian White Box pada Aplikasi Cash Flow Berbasis Android Menggunakan Teknik Basis Path.

- Ramadan, R., & Widyani, Y. (2013). Game development life cycle guidelines. 2013 International Conference on Advanced Computer Science and Information Systems (ICACSIS). <https://doi.org/10.1109/icacsis.2013.6761558>
- Refnaldi, I. A. A. (2023). Design an Enemy Non-Player Character in Maze Game Using Finite State Machine Algorithm. [CEPAT] Journal of Computer Engineering: Progress, Application and Technology, 2(01), 9. <https://doi.org/10.25124/cepat.v2i01.5779>
- Scheide, E., Best, G., & Hollinger, G. (2021). Behavior Tree Learning for Robotic Task Planning through Monte Carlo DAG Search over a Formal Grammar.
- Sekhvat, Y. A. (2017). Behavior Trees for Computer Games. International Journal on Artificial Intelligence Tools, 26(02), 1730001. <https://doi.org/10.1142/s0218213017300010>
- Sie, B., Alwiah Musdar, I., & Bahri, S. (2022). Pengujian White Box Testing Terhadap Website Room Menggunakan Teknik Basis Path. Jurnal KHARISMA Tech, 17(02), 45–57.
- Sobota, B., & Pietriková, E. (2023). Introductory Chapter: Game Development and Computer Science.
- Syahdina, T., Pardede, A., & Manik, F. (2023). Implementation of Finite State Machine Models on the Artificial Intelligence System of Characters in The Game “MMORPG” using RPG Maker. Journal of Artificial Intelligence and Engineering Applications , 3(1), 2808–4519.
- Tomai, E., & Flores, R. (2014). Adapting In-Game Agent Behavior by Observation of Players Using Learning Behavior Trees.
- Yakan, S. A. (2022). Analysis of Development of Artificial Intelligence in the Game Industry. International Journal of Cyber and IT Service Management, 2(2), 111–116. <https://doi.org/10.34306/ijcitsm.v2i2.100>
- Yuliantara, I., Sukra Warpala, I., & Mulyadiharja, S. (2018). Analisis Habitat dan Populasi Jalak Bali (Leucopsar Rothschildi) di Resort Teluk Brumbun Taman Nasional Bali Barat ; Sukra Warpala IW; Mulyadiharja S. Jurnal Pendidikan Biologi Undiksha , 5(1).
- Zutell, J., Conner, D., & Schillinger, P. (2022). Flexible Behavior Trees: In search of the mythical HFSMBTH for Collaborative Autonomy in Robotics.