



DAFTAR PUSTAKA

- Acornsoft, 1984, *Elite*.
- AI Design, 1980, *Rogue*.
- Almgren, S., Anttila, L., Oskarsson, D., Sörensson, F., Tiensuu, S., Almgren, S.W., Anttila, L.M., Oskarsson, C.D., Fabian, J., Sörensson, Z. dan Tiensuu, S.A.M., 2014, *Astrogue: A Roguelike Using Procedural Content Generation for Levels and Plots in a Computer Game*, University of Gothenburg, Gothenburg, Sweden.
- Antoniuk, I. dan Rokita, P., 2019, Procedural generation of multilevel dungeons for application in computer games using schematic maps and L-system, *Intelligent Methods and Big Data in Industrial Applications*, Springer., hlm. 261–275,
- Blizzard Entertainment, 1996, *Diablo*.
- Brown, J.A., Lutfullin, B., Oreshin, P. dan Pyatkin, I., 2018, Levels for Hotline Miami 2: Wrong Number Using Procedural Content Generations, *Computers*, 7 (2), 22,
- Chomsky, N., 2006, *Language and mind*, Cambridge University Press.
- Dormans, J., 2010, *Adventures in level design: generating missions and spaces for action adventure games*, 2010 hlm. 1–8,
- Dormans, J., 2017, Cyclic Generation, *Procedural Generation in Game Design*, AK Peters/CRC Press., hlm. 83–96,
- Dormans, J., 2012, *Engineering emergence: applied theory for game design*, Universiteit van Amsterdam [Host].
- Dormans, J. dan Bakkes, S., 2011, Generating missions and spaces for adaptable play experiences, *IEEE Transactions on Computational Intelligence and AI in Games*, 3 (3), 216–228,
- Gaisbauer, W., Raffae, W.L., Garcia, J.A. dan Hlavacs, H., 2019, Procedural Generation of Video Game Cities for Specific Video Game Genres Using WaveFunctionCollapse (WFC), *Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts*, 2019 hlm. 397–404,
- Gearbox, 2009, *borderland*.
- Heijne, N. dan Bakkes, S., 2017, *Procedural zelda: a PCG environment for player experience research*, 2017 ACM., hlm. 11,
- Hello Games, 2018, *No Man's Sky*.
- Karavolos, D., Liapis, A. dan Yannakakis, G.N., 2016, *Evolving missions to create game spaces*, 2016 IEEE., hlm. 1–8,
- Lavender, B. dan Thompson, T., 2015, *The Zelda Dungeon Generator: Adopting Generative Grammars to Create Levels for Action-Adventure Games*,
- Niemann, M. dan Preuß, M., 2015, *Constructive Generation Methods for Dungeons*, 2015 hlm.
- O'Neill, M. dan Ryan, C., 2001, Grammatical evolution, *IEEE Transactions on Evolutionary Computation*, 5 (4), 349–358,
- Planetside Software, 2005, *Terragen*.



- Setyamurti, A., Wardhono, W.S. dan Afirianto, T., 2016, Implementasi Procedural Generation Untuk Membangun Level Tactical Rpg Dengan Menggunakan Metode Occupancy Regulated Extension, *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer e-ISSN*, 2548964X,
- Shaker, M., Shaker, N., Togelius, J. dan Abou-Zleikha, M., 2015, *A progressive approach to content generation*, 2015 Springer., hlm. 381–393,
- Shaker, N., Liapis, A., Togelius, J., Lopes, R. dan Bidarra, R., 2016, Constructive generation methods for dungeons and levels, *Procedural Content Generation in Games*, Springer., hlm. 31–55,
- Smith, T., Padget, J. dan Vidler, A., 2018, *Graph-based generation of action-adventure dungeon levels using answer set programming*, 2018 hlm. 1–10,
- Stephenson, M. dan Renz, J., 2016, *Procedural generation of complex stable structures for angry birds levels*, 2016 IEEE., hlm. 1–8,
- Togelius, J., Kastbjerg, E., Schedl, D. dan Yannakakis, G.N., 2011a, What is Procedural Content Generation?: Mario on the Borderline, *Proceedings of the 2Nd International Workshop on Procedural Content Generation in Games*, PCGames '11, [Online], 2011 ACM, New York, NY, USA., hlm. 3:1-3:6, tersedia di DOI:10.1145/2000919.2000922, diakses 27 September 2018.
- Togelius, J., Yannakakis, G.N., Stanley, K.O. dan Browne, C., 2010, *Search-based procedural content generation*, 2010 Springer., hlm. 141–150,
- Togelius, J., Yannakakis, G.N., Stanley, K.O. dan Browne, C., 2011b, Search-Based Procedural Content Generation: A Taxonomy and Survey, *IEEE Transactions on Computational Intelligence and AI in Games*, [Online] 3 (3), 172–186, tersedia di DOI:10.1109/TCIAIG.2011.2148116.
- Togelius, J., Yannakakis, G.N., Stanley, K.O. dan Browne, C., 2011c, Search-based procedural content generation: A taxonomy and survey, *IEEE Transactions on Computational Intelligence and AI in Games*, 3 (3), 172–186,
- Watabou, 2020, *One Page Dungeon Generator*.