

## DAFTAR PUSTAKA

- Buckland, M. (2005). *Programming Game AI by Example*. Wordware Publishing, Inc.
- Csikszentmihalyi, M. (1990). *Flow: The psychology of optimal experience*. Harper & Row.
- Egenfeldt-Nielsen, S., Smith, J. H., & Tosca, S. P. (2008). *Understanding video games: The essential introduction*. Routledge.
- Erickson, J. (2018). *Algorithms*. `\seqsplit{https://jeffe.cs.illinois.edu/teaching/algorithms/}`
- Ermi, L., & Mäyrä, F. (2005). Fundamental components of the gameplay experience: Analysing immersion. *Proceedings of DiGRA 2005 Conference: Changing Views – Worlds in Play*.
- Esposito, N. (2005). A short and simple definition of what a videogame is. *Proceedings of the DiGRA 2005 Conference: Changing Views - Worlds in Play*. Digital Games Research Association.
- Fowler, M. (2004). *UML distilled: A brief guide to the standard object modeling language*. 3rd ed., Addison-Wesley Professional.
- Fullerton, T. (2018). *Game design workshop: A playcentric approach to creating innovative games*. 4th ed., CRC Press.
- Gregory, J. (2018). *Game engine architecture*. 3rd ed., CRC Press.
- Holmgård, C. (2019). Evaluating player-perceived believability in game AI. *Proceedings of the 14th International Conference on the Foundations of Digital Games*.
- Hoyoverse. (2024). *Zenless Zone Zero*. [Permainan Video]. Shanghai, Tiongkok: Cognosphere Pte. Ltd. (Hoyoverse).
- Hunicke, R., LeBlanc, M., & Zubek, R. (2004). MDA: A formal approach to game design and game research. *Proceedings of the AAAI Workshop on Challenges in Game AI*.
- Isbister, K., & Schaffer, N. (Eds.). (2008). *Game usability: Advancing the player experience*. Morgan Kaufmann.

- Lankoski, P., & Björk, S. (2015). *Game research methods: An overview*. ETC Press.
- Millington, I., & Funge, J. (2009). *Artificial Intelligence for Games*. 2nd ed., CRC Press.
- Nielsen, J. (2000). *Why You Only Need to Test with 5 Users*. Nielsen Norman Group. Diakses dari <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>
- Nugroho, S. A., & Wibowo, A. (2019). Penerapan metode finite state machine (FSM) untuk pergerakan musuh pada game ‘The undead killer’. *Jurnal Teknologi Informasi Dan Ilmu Komputer*, 6(4), 423–430. <https://doi.org/10.25126/jtiik.2019641178>
- Nystrom, R. (2014). *Game programming patterns*. Genever Benning.
- Orkin, J. (2006). Three states and a plan: The A.I. of F.E.A.R. [Sesi Konferensi]. *Game Developers Conference 2006*, San Jose, CA, Amerika Serikat.
- Penner, E., & MacLeod, K. (2018). A comparison of finite state machines and behavior trees for game AI. *2018 IEEE Games, Entertainment, Media Conference (GEM)*, 1-9. <https://doi.org/10.1109/GEM.2018.8516511>
- Prasetyo, H., & Kridalukmana, R. (2021). Implementasi finite state machine (FSM) pada non-player character (NPC) musuh di game 2D berbasis stealth. *Jurnal Teknologi Dan Sistem Komputer*, 9(1), 18–25. <https://doi.org/10.14710/jtsiskom.2021.13923>
- Purnama, I., & Suhartanto, D. (2021). Perancangan game edukasi “The adventure of banyu” menggunakan metode finite state machine. *Jurnal Ilmiah Komputer Dan Informatika (KOMPUTA)*, 10(1), 29-36. <https://doi.org/10.34010/komputa.v10i1.4552>
- Rabin, S. (Ed.). (2013). *Game AI pro: Collected wisdom of game AI professionals*. CRC Press.
- Rogers, S. (2014). *Level up! The guide to great video game design*. 2nd ed., Wiley.
- Russell, S. J., & Norvig, P. (2021). *Artificial Intelligence: A Modern Approach*. 4th ed., Pearson.

- Ryan, R. M., Rigby, C. S., & Przybylski, A. K. (2006). The motivational pull of video games: A self-determination theory approach. *Motivation and Emotion*, 30(4), 344–360.
- Salen, K., & Zimmerman, E. (2004). *Rules of Play: Game Design Fundamentals*. The MIT Press.
- Schell, J. (2019). *The Art of Game Design: A Book of Lenses*. 3rd ed., CRC Press.
- Sugiyono. (2018). *Metode penelitian kuantitatif, kualitatif, dan R&D*. Alfabeta.
- The next generation 1996 lexicon A to Z: NPC (Nonplayer character). (1996, March). *Next Generation*, (15), 38.
- Thorn, A. (2017). *Unity 2017 game development essentials*. 3rd ed., Packt Publishing.
- Unity Technologies. (n.d.). *Unity user manual*. Diakses pada 24 Juli 2025, dari <https://docs.unity3d.com/Manual/index.html>
- Yannakakis, G. N., & Togelius, J. (2018). *Artificial intelligence and games*. Springer.