

DAFTAR PUSTAKA

- Balcerak, S., Chisholm, Y., & Shelby, C. (2017). A Computational Analysis of the Quadratic Weighted Assignment of Bird Flocks in North Carolina. *University of North Carolina Wilmington Department of Computer Science*.
- Benes, B., & Hartman, C. (2006). Autonomous Boids . *Department of Computer Graphics, Purdue University, Knoy Hall of Technology*.
- Bourg, D. M., & Seemann, G. (2004). *AI for Game Developers 1 edition*. O'Reilly Media; .
- Braga, R. G., da Silva, R. C., & Ramos, A. C. (2018). Collision Avoidance Based on Reynolds Rules: A Case Study Using Quadrotors. *Institute of Mathematics and Computer Science, Federal University of Itajuba, Itajuba, MG, Brazil* .
- Buckland, M. (2005). *Programming Game AI by Example*. 2320 Los Rios Boulevard, Plano, Texas 75074: Wordware Publishing, Inc.
- client-side JS platform JavaScript library for Processing*. (2020, Januari 13). Retrieved from P5.js Team: <http://p5js.org/>
- Dewi, M., Hariadi, M., & Purnomo, M. H. (2011). Simulating The Movement Of The Crowd In An Environment Using Flocking. *Department of Electronics Engineering, Institut Teknologi Sepuluh Nopember Surabaya, Indonesia*.
- Harefa, D. R., & Ismiati, M. B. (2019). Penerapan Algoritma Boids Pada NPC (NON-PLAYER CHARACTER) Dalam Game Menembak Burung. *Program Studi Teknik Informatika dan Sistem Informasi, Fakultas Sains dan Teknologi, Universitas Katolik Musi Charitas Palembang*.





Hauert, S., Zufferey, J. C., & Floreano, D. (2007). Evolved swarming without positioning information: an application in aerial communication relay. *Laboratory of Intelligent Systems, Ecole Polytechnique Fédérale de Lausanne (EPFL-STI-IMT-LIS), Station 11, 1015 Lausanne, Switzerland.*

Hong, H., & Cho, S. B. (2005). Evolving reactive NPCs for the real-time simulation game. 86-93.

Horia, M. Z., Leon, F., Pal, C., & Pagu, G. (2009). Agent-Based Simulation of Crowd Evacuation Behavior. *Faculty of Automatic Control and Computer Engineering "Gheorghe Asachi" Technical University of Iași.*

Husselmann, A. V., & Hawick, K. A. (2011). Simulating Species Interactions and Complex Emergence in Multiple Flocks of Boids with GPUs. *Computer Science, Institute for Information and Mathematical Sciences, Massey University, North Shore, Auckland, New Zealand.*

Kim, C.-H., Jeong, S.-M., Hur, G.-T., & Kim, B.-G. (2006). Verification of FSM using Attributes Definition of NPCs Models. *IJCSNS International Journal of Computer Science and Network Security, VOL.6 No.7A.*

Millington, I., & Funge, J. (2009). *Artificial Intelligence for Games 2nd Edition*. 30 Corporate Drive, Suite 400, Burlington, MA 01803, USA: Morgan Kaufmann Publishers.

Mototake, Y., & Ikegami, T. (2015). A Simulation Study of Large Scale Swarms. *School of Arts and Sciences, The University of Tokyo, Tokyo, Japan.*

OBS Free and Open Source Video and live Streaming Recording application. (2020, Januari 13). Retrieved from OBS TEAM: <https://obsproject.com/>

Hak cipta Dilindungi Undang-Undang

Hak cipta milik IBIKKG (Institut Bisnis dan Informatika Kwik Kian Gie)

1. Dilarang mengutip sebagian atau seluruh karya tulis ini tanpa mencantumkan dan menyebutkan sumber:

a. Pengutipan hanya untuk kepentingan pendidikan, penelitian, penulisan karya ilmiah, penyusunan laporan, penulisan kritik dan tinjauan suatu masalah.

b. Pengutipan tidak merugikan kepentingan yang wajar IBIKKG.

2. Dilarang mengumumkannya dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin IBIKKG.



Parent, R. (2001). *Computer Animation: Algorithms and Techniques (The Morgan Kaufmann Series in Computer Graphics)*. 340 Pine Street, Sixth Floor, San Francisco, CA 94104-3205, USA: Morgan Kaufmann Publishers.

Ramos, R. P., Oliveira, S. M., Vieira, S. M., & Christensen, A. L. (2019). Evolving flocking in embodied agents based on local and global application of Reynolds' rules. *Instituto Superior Técnico (IST), Lisbon, Instituto de Telecomunicações, Lisbon, Portugal, Embodied Systems for Robotics and Learning at the Mærsk Mc-Kinney Møller Institute, University of Southern Denmark (SDU), Odense, Denmark.*

Reynolds, C. W. (1987). Flocks Herds, and Schools: A Distributed Behavioral Model. *Symbolics Graphics Division, 1401 Westwood Boulevard, Los Angeles, California 90024 - Computer Graphics, Computer Graphics, Volume 21 no. 4 Page 25-34.*

Reynolds, C. W. (1999). Steering Behaviors For Autonomous Characters. *Sony Computer Entertainment America, GDC 1999 Page 763-782.*

Saber, R. O., & Murray, R. M. (2003). Flocking with Obstacle Avoidance: Cooperation with Limited Information in Mobile Networks. *Control and Dynamical Systems California Institute of Technology.*

Sommerville, I. (2010). *Software Engineering (9th Edition)*. Pearson; 9 edition.

Sua, H., Wang, X., & Chen, G. (2008). A connectivity-preserving flocking algorithm for multi-agent systems based only on position measurements. *Department of Automation, Shanghai Jiao Tong University, Shanghai, China; Department of Electronic Engineering, City University of Hong Kong, Hong Kong, China.*