

SCORING PLAYER PADA GAME FIRST PERSON SHOOTER MENGUNAKAN METODE FUZZY MAMDANI

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ABSTRAK

Game merupakan suatu kegiatan yang populer didalam kalangan masyarakat. Permainan merupakan bentuk hiburan yang mendukung suatu interaksi sosial diantara kalangan anak-anak maupun dewasa. Variasi game telah banyak berkembang, salah satunya adalah First Person Shooter . Pada scoring game flappy bird, perhitungan scoring belum menggunakan Artificial Intelligent sehingga sangat monoton. Oleh karena itu di butuhkan suatu perhitungan scoring yang menarik sehingga lebih terpacu dalam menyelesaikan masalah Scoring menghitung nilai untuk game First Person Shooter. Pemodelan scoring ini menjadi tantangan yang menarik dalam sebuah game, karena model scoring yang efektif dapat memotivasi pemain agar lebih terpacu dalam bermain dan mempertahankan pemain untuk kembali bermain. Selain itu model scoring dapat memberikan nilai yang terkait dengan tingkat permainan.

Pada Penelitian mengenai scoring game ini akan membuat scoring Player Character berdasarkan beberapa kriteria yaitu Nilai Defense, Nilai Bullet, serta Dammage dengan menggunakan algoritma fuzzy mamdani. Penelitian ini menggunakan perbandingan dua metode, yaitu metode statistic dan Fuzzy.

Kata Kunci : game,scoring,fuzzy mamdani

SCORING PLAYER IN FIRST PERSON SHOOTER GAME USING FUZZY MAMDANI METHOD

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ABSTRACT

Game is a popular activity in the community. Game is a form of entertainment that supports a social interaction between the children and adults. Variations of the game has evolved, one of which is a First Person Shooter. In scoring game flappy bird, scoring calculations uses Artificial Intelligent yet so very monotonous. It is therefore in need of a scoring calculations that attract so more encouraged to solve problems Scoring calculate point for a First Person Shooter. Modeling scoring becomes an exciting challenge in a game because the scoring model can effectively motivate players to be more motivated to play and to maintain the player keeps playing. Besides the scoring model can provide a value associated with the level of game. Research on scoring the game will create scoring Player Character which is based on several criteria: Defense Point, Bullet Point, and damage using fuzzy algorithms mamdani. This study does a comparison of two methods which are statistical methods and Fuzzy.

Keywords: Game, First, Person, Shooter, Fuzzy.

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