IMPLEMENTATION OF ALPHA BETA PRUNING ALGORITHM FOR ROLE PLAYING GAME

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Abstract

The purpose of this thesis is to solve the artificial intelligence problem in role playing game. Usually the artificial intelligence in role playing game is not intelligent enough in the battle against the human player. So by implementing the alpha beta pruning algorithm into the artificial intelligence character, it is hoped that the artificial intelligence character will show better response in the battle. The test of the implementation is done by creating a simulation of the battle mode in a role playing game. The battle is to measure the performance of the algorithm in a battle against the human player. The results of the tests show that the alpha beta pruning algorithm can improve the artificial intelligence character in the battle against human player. Based on the result, the performance of the alpha beta pruning algorithm is satisfying and the algorithm can be used as an alternative solution to solve the artificial intelligence problem in the role playing game.

Keywords

alpha beta pruning, algorithm, game