

## DAFTAR GAMBAR

Gambar 2.1 Tahap Perilaku NPC <sup>[7]</sup> .....	7
Gambar 2.2 Interaksi Agent dengan Lingkungan <sup>[8]</sup> .....	9
Gambar 3.1 Perancangan Sistem .....	15
Gambar 3.2 <i>Use case</i> Diagram .....	17
Gambar 3.3 Level 1.....	21
Gambar 3.4 Level 2.....	22
Gambar 3.5 Level 3.....	23
Gambar 3.6 Level 4.....	24
Gambar 3.7 Level 5.....	25
Gambar 4.1 Tampilan <i>Configuration</i> .....	26
Gambar 4.2 Tampilan <i>Splash Screen Game</i> EduFarm.....	27
Gambar 4.3 Menu Utama.....	27
Gambar 4.4 <i>Tutorial</i> .....	28
Gambar 4.5 Tampilan Level 1 .....	29
Gambar 4.6 Tampilan Level 2 .....	29
Gambar 4.7 Tampilan Level 3 .....	30
Gambar 4.8 Tampilan Level 4 .....	31
Gambar 4.9 Tampilan Level 5 .....	32
Gambar 4.10 <i>Game Over</i> .....	32
Gambar 4.11 Posisi Awal Ulat.....	35
Gambar 4.12 Implementasi Algoritma <i>Floyd-Warshall</i> .....	35
Gambar 4.13 Grafik Koordinat <i>Spawn</i> .....	37