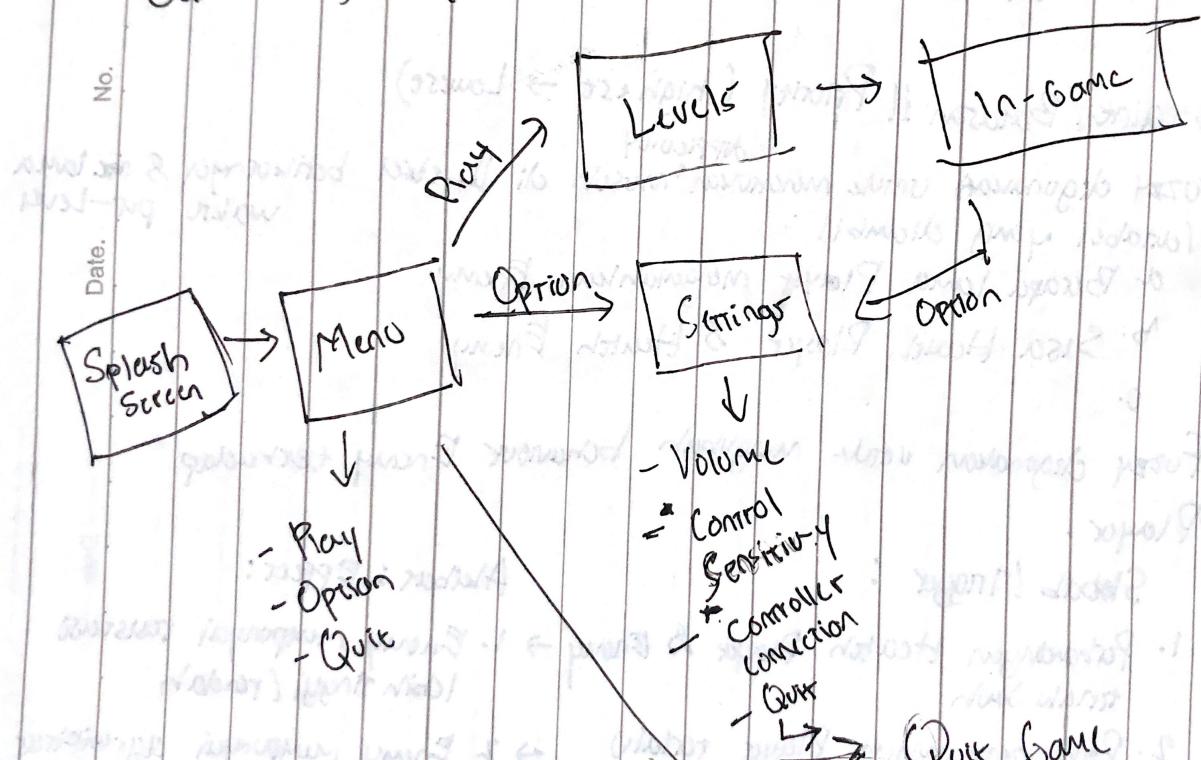


Game Design - Ponds



Gamedesign - AI

Constraint / Batasan il Prioritil (high & st → Lowest)

- 1. Fuzzy digunakan untuk menentukan musuh di Level berikutnya & ^{difficulty} lama waktu per-Level
Variabel yang diambil :
 - a. Berapa lama Player mengalahkan Enemy
 - b. Sisa Health Player & Health Enemy
 - c.
- 2. Fuzzy digunakan untuk mengubah behaviour Enemy terhadap Player.

Skorab / trigger :

- 1. Perbandingan Health Player & Enemy →

terlalu sedih

- 2. Pola penyerangan Player terlalu Agresif

Aksi : Effect:

1. Enemy mempunyai resistansi lebih tinggi / rendah

→ 2. Enemy mempunyai agresivitas yang lebih tinggi / rendah

Game Design - General Constraints

In-Game :

1. Setiap Level memiliki batas waktu tertentu tergantung difficulty each
2. Kontrol controller menggunakan WiFi / LAN
3. Game berjalan Single Player & tidak membutuhkan akses internet
4. Level & Option Data disimpan di Local Server (PC/Laptop)
5. Pendukung Player Celaku menghadap ke Enemy
- 6.

Game Design → Screen

Splash Screen

MAMA GAME



MENU

- Play
- Option
- Quit

MAMA GAME

Date.

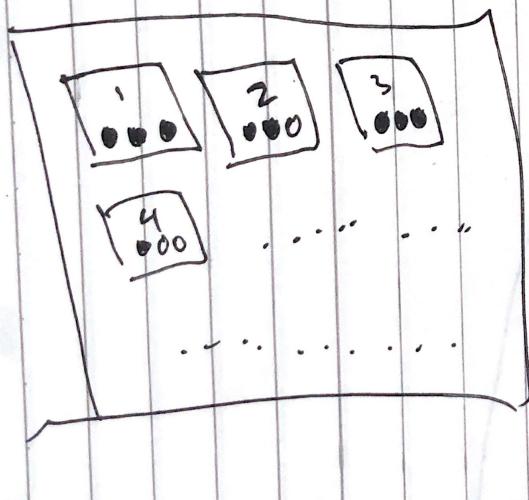
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GAME DESIGN → Screen

No.

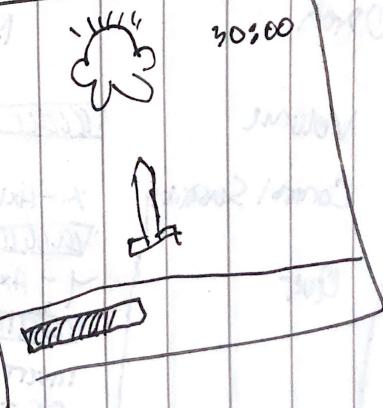
Date.

Level



In-Game

30:00



Game Design - Screen

