

ABSTRACT

**PERMAINAN TRADISIONAL CONGKLAK
DENGAN MENGGUNAKAN METODE *GREEDY BEST FIRST
SEARCH (BFS)***

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Game development today is very fast and has become part of the lifestyle. Congklak game is a traditional game. The game is played by two people, the game consists of 16 holes congklak, 2 between the holes is the parent hole, this hole is the leftmost side of the player, requiring a number of boards and seed shells 98, at the beginning of the game each hole filled 7 seed shells unless the parent hole. The game is created using the Visual Basic programming language to implement the method using Breadth First Search (BFS). Breadth First Search method is used to determine the optimum step each time the player gets a turn around with the look and check where the hole will be taken if it can reach the hole reservoir or can make the process of "shoot". This means that it can steal shoot shells of holes opponent and he came across by looking at all sides and solutions depend on the steps taken in advance so that appropriate to perform optimal solutions in congklak game. Programming of game analysis. As well as looking for reference material from the Internet.

Keywords:

Congklak, Visual Basic, Method Greedy Best First Search (BFS)