ABSTRACT

Battleship board game is a game type. How to play with fire in the empty squares on the board until one wins the player or computer (AI). This battleship game has a computer-based artificial intelligence or Artificial Intelligence (AI) so that the game does not require two people to play. As well do not need two people to play, players can also menimati battleship game with artificial intelligence (AI), which is equipped with algorithms or methods. The method is taken as a battleship game creation is a backtracking algorithm using BFS.

The objective of this application is for players who want to play a game of battleship was able to run this application with an algorithm that is equipped with a search made solutions. Preview this battleship game like a game of mutual crush, but the theme is taken in making this application is whether the search of solutions using backtracking algorithm BFS method is a method or algorithm is very efficient in the application of this battleship game.

Battleship game application is built using the waterfall method of modeling the Unified Modeling Language (UML). And apply backtracking algorithm BFS method. Applications use application that is used to search for solutions using backtracking algorithm. This application can be used as a medium of entertainment. In addition to the entertainment media, these applications can be developed with more interesting features.

Keyword : *Battleship*, *Artificial Intelligence*, *Backtracking,* BFS