ABSTRACT

Halma is a simple board game as played on paper. This game can be carried out at least two people and a maximum of three people. This game is social because it is still carried out interaction with others.The characteristics of halma game is the this game by having a hexagonal shaped pieces fifteen and fifteen at the origin and destination pawn in pawn has three colors, namely yellow, red blue. also dab of this checkers game players who can put together pieces from the range of origin to the destination range rapidly until it became the winner in the game.

The algorithms used in applications checkers game is greedy algorithm.Greedy algorithm serves to find the shortest step to achieve the goal. The time used to complete the game does not take a long time.

Game application built using waterfall methods and application can use this game as a game software development which are aquipped with Artificial Intelligence (AI) *and also as a means of entertaiment and can help make the logic of the strategy-strategy we idea.*

From planning and testing of application that have been done checekrs game checkers game that is played manually is longer a problem because the cincept has been applied Artificial Intelligence (AI) *an the computer with the computer as appised to game. Testing methods used black box testing and more complete with box testing then this application comes with a history database that can find out the name of the player total color steps and time requred pawns in the game to achieve a victory.*

Key Word : Game Halma,Greedy Algorithm, Artificial Intelligence (AI),*black box testing and white box testing.*