

## **ABSTRACT**

Ludo is a board game, which can be played by two to four player. Ludo board figured in cross sign. Each part of the cross sign is divided into three columns, each column consists of six boxes. The midpoint of the cross is the finish box that is divided into four triangles of different colors. At the beginning of the game, the four pieces placed on the area home. Players roll the dice in turn. The winner of the game Ludo is the first player to move all the pawns to finish the box.

Along with technological developments, especially in the computer technology, the games seems to be more attractive when implemented into computer games. Today computer games are developed constantly involving artificial intelligence (Artificial Intelligence-AI). By implementing this AI, the user can play stand alone against the computer system.

The Ludo game created and implemented using application software Visual Basic 6.0 programming language that works under Microsoft Windows operating system. This artificial intelegent is made by using Heuristic Methods. Heuristic formulation is made in such a way that each character of the AI has priority according to their character. The results of this project obtained a Ludo game application. With the application of this Ludo game, players do not bother to look for other playmates.

### **Keywords**

Ludo, Artificial Intelligence-AI, Heuristic