



Project Report

Implementation BFS on Maze Games

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APPROVAL and RATIFICATION PAGE

PROJECT REPORT

Maze Game With Breadth First Search

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STATEMENT of ORIGINALITY

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If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, July 13, 2009

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FOREWORD

Allhamdulillah, I can finish my final project and that have title : MazeGame With Breath First Search. I can't finish the final project without help from God and a lot people. So in this opportunity, i would say thanks to :

- My God, Allah SWT that give strength and patience to me until finish this project.
- My parents and My Family for their support for finished this project
- My Friend assiting me you are is my hero, thanks a lot.
- Hironimus Leong, S.Kom., M.Kom as my supervisor for helping, guiding and giving me ideas and advice in finishing this project.

.last, thanks for all which cannot be referred by one by one.

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ABSTRACT

Game Maze is a game with aim to to look for way out which have been determined by user and at this game there are barrier in the form of wall, so that for trouble-shooting will look for its solution by computer.

For trouble-shooting, in this game use algorithm of Breath First Search, array 2 dimension and tree data structure. So that in this game can finding the goals with an optimal although there are have many kinds of problem of seeking at game maze.

End result of the seeking can be concluded by seeking of optimal band to pass to find goals which have is determined.and will present result of from the conclusion with Grapichal User Interface.

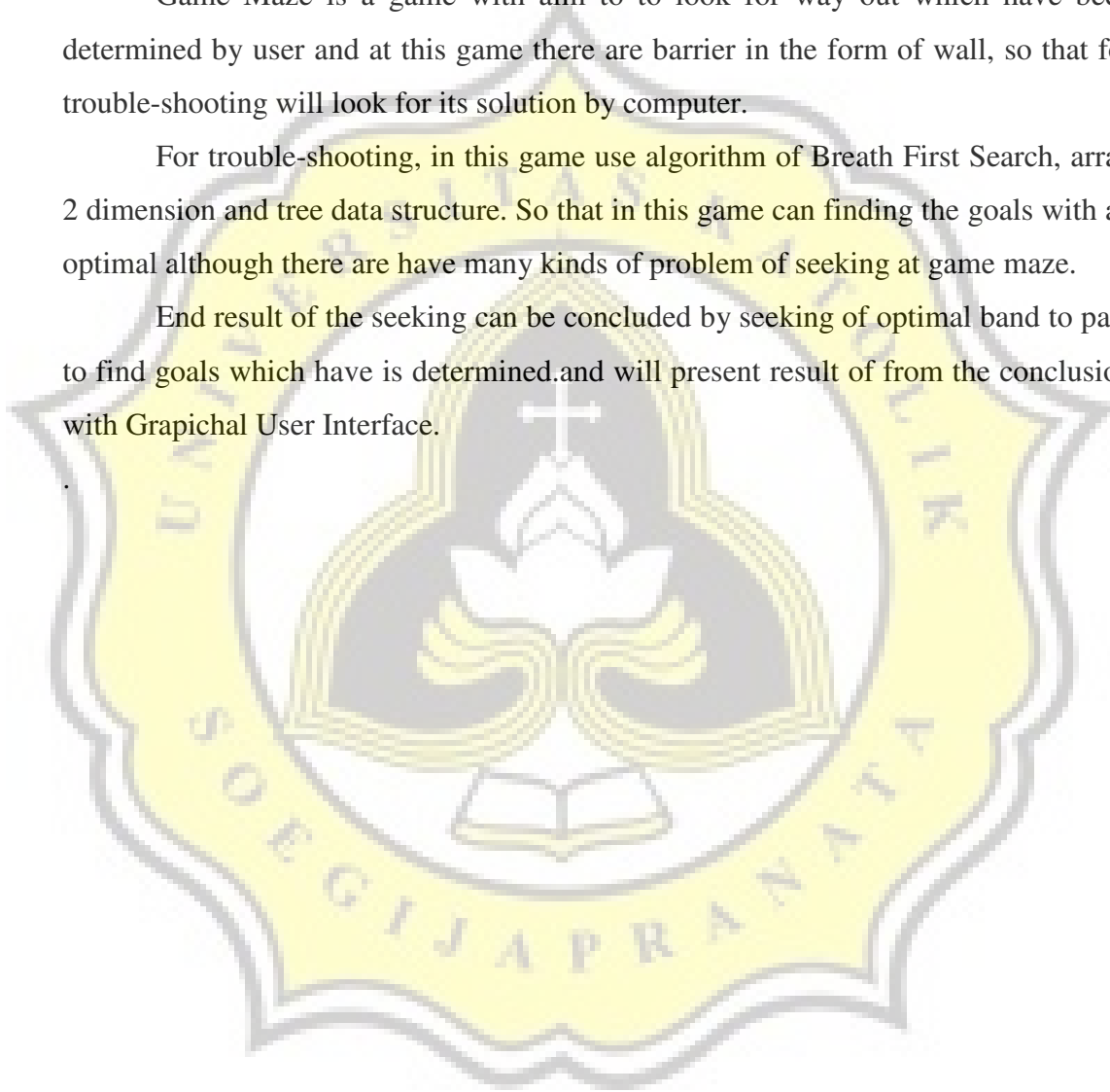


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