REPORT PROJECT
Implementation Minimax Algorithm in Mummy Maze Game
Adrian Ricky Setiawan
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FACULTY OF COMPUTER SCIENCE
SOEGIJAPRANATA CATHOLIC UNIVERSITY
Jl. Pawiyatan Luhur IV/1, Bendan Duwur, SEMARANG 50234
Phone. 024-8441555 (hunting) Web: http://www.unika.ac.id
Email: ikom@unika.ac.id
This project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on .......

With the approval,

Examiners,
Suyanto EA., Ir. M.Sc

Examiners,
Rosita Herawati, ST., MIT
NIP: 058.1.2004.263

Supervisor,
Gregorius Hendita Artha Kusuma, S.Si.M.Cs
NIP: 058.1.2008.277

Dean of Faculty of Computer Science,
Hironimus Leong, S.Kom., M.Kom
NIP: 058.1.2007.273
STATEMENT of ORIGINALITY

I, the undersigned:

Name : Adrian Ricky Setiawan
ID   : 05.02.0034

Hereby certify that this project was made by my self and not copy or plagiarizes from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, July 10, 2009

Adrian Ricky Setiawan
05.02.0034
FOREWORD

At last I can finish my final project with the title: Implementation Minimax Algorithm in Mummy Maze Game. So in this opportunity, I would like to thanks:

- First of all, I want to thank to God that always guide me at making this project.
- For my lovely parents, Stefanus Suhendro Kwa and Magdalena Ritawaty Hendrowidagdo that always pray for me and encourage me to finish my project.
- My beloved sister, thanks to make me laugh when I am down at progress making this project.
- My beloved one Inez Vioni, thanks to your support and critics for me. That means a lot for me.
- Gregorius Hendita Artha Kusuma, S.Si.M.Cs as my supervisor for helping, guiding and giving me the brilliant ideas to finish this project.
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Last, I would like to apologize if I have made the mistake at finishing my project and writing this report. Therefore, critics and suggestions are expected.

Semarang, July 10, 2009

Adrian Ricky Setiawan
ABSTRACTION

In the globalization era like now, the computer growth is very significant. Many software have been developed. The computer game become very popular. There is many type of game, such as strategy, RPG (Role Playing Game), puzzle, and many more. One of the popular game is mummy maze.

At mummy maze game, we are challenged to think where is the best way for the explorer to move without caught by the mummy that walk twice faster than the explorer.

In this game, user can place the explorer, mummy, finish, and wall on the board. Then user can see how computer solve the problem. It use Tree as the data structure and minimax as the algorithm. The tree will make the possible path for the explorer, and the score from minimax algorithm will choose one best path that possible.

The concept from the scoring is it is more important to count the distance from explorer to finish first rather than the distance from explorer to mummy. Because the main objective from this game is how to explorer reach the finish, not how to the explorer avoid the mummy. It is true the explorer must calculate the distance from the mummy, but still the distance from explorer to finish is more important. So the score from explorer to finish is bigger than explorer to mummy.

Keyword : Tree, Minimax Algorithm, explorer, mummy, finish
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