REPORT PROJECT
Implementation
Branch and Bound Algorithm
in Snake Game
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05.02.0054
2009

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Implementation Branch and Bound Algorithm in Snake Game

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Snake game is a simple game which have a purpose for snake to find a way to finish. If the snake finds a wall, it must look for the other way until he find the finish. This project is created with Java Language Programming and use GUI for (Graphical User Interface) programming to the performance. This project uses Array and tree as a data structure. This project use Branch and Bound as an algorithm to move a snake to find the finish.

Before playing the game snake, finish, wall and fruit must be set to the board. Then the snake is searching the way to the finish point while eating the fruit in the way. The snake will choose the path with fruit in it. The board itself can be set with a couple different size of row and column it has.
First of all i want to say thank you to Allah S.W.T. for my finished report. I want to say many thank you to my family including my mother, father and brother for supporting me through my college years from start till i can actually graduated from it. They always encouraging me to accomplish my graduation without to much time to take. And here i am with my completed Final Project going to graduated from UNIKA Soegija Pranata without to much time. Just a half year behind from the average time. Not to bad i guess. Hahaha.

I also want to thank you all my buddies from Faculty of Computer Science for their support when im inside of the class or outside of the class especially. Because of them my college years becomes fun and bizarre. I guess i will miss your retarded jokes guys, Hahaha. To Andre, Gama, Tommy i really appreciates your help to guide me to finish this project, thank you.

Thank you to my lecturers too, Mr.Yanto, Mr. Gregorius, Mr. Marlon, Mr. Daniel, Mr. Ridwan, Mr. Aji, Mrs. Rini and Mrs. Rosita who threat me so kindly in those years. They all was really good and kind.

And the last but not least i want to thank you my girlfriend Anis Febbiyana for her care to stayed besides me till this project was finished. Although i just met her last year she always supporting me when i needed the most and always yells at me when i got lazy. She was scary when she yelled at me by the way. Hehehe.
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