PROJECT REPORT

Implementation DFS Algorithm In Snake Game To Find The Longest Path

Indiahgama Prabandini

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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

APPROVAL and RATIFICATION PAGE

PROJECT REPORT

Implementation Tree And DFS Algorithm In Snake Game

This project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on .....

With the approval,

Examiners,	Examiners,	Examiners,
Suyanto EA., Ir, M.Sc	Gregorius Hendita,S.Si,M.Cs	Hironimus Leong, S.Kom., M.Kom
NIP : 058.1.1992.116	NIP : 058.1.2008.277	NIP : 058.1.2007.273

Supervisor,	Dean of Faculty of Computer Science,
Rosita Herawati, ST., MIT	Hironimus Leong, S.Kom., M.Kom
NIP : 058.1.2004.263	NIP : 058.1.2007.273

STATEMENT of ORIGINALITY

I am the undersigning below this :

Name : Indiahgama Prabandini
ID : 05.02.0055

Here by certify that this project was made by my self and not download the source code from website or plagiarizes from other people.
If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, July 13, 2009

Indiahgama Prabandini
05.02.0055

FOREWORD

I am very glad, in the end, I can finish my final project : Implementation DFS Algorithm In Snake Game To Find The Longest Path. I couldn't finish this project and report without support from Allah SWT and a lot of people. So in this opportunity, I would like to thanks :

- Allah SWT which guide me and give bless for me.
- My parents, Kushardjono, Ir, MM and Dewi Kuntari, my sister, Dian Alfa Ariani and my brother, Beta Cahya Aristianto for their big support, love, and pray.
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I would like to apologize if I made mistakes in finishing the project and writing this report. Therefore, critics and suggestions are expected.

Semarang, July 13, 2009

Indiahgama Prabandini

ABSTRACT

Snake Game is simple game, but in this project, Snake Game has modification where the snake can spend the way as much as possible and the same way can be acrossed maximal one more again. Snake and wall will holdered in every place in board by user.

This project using tree to moving of snake while finding the longest path. Implementation in tree, this project has four children, it will search from up, right, down, and then left. All the tree will created also doing searching the longest path of way that can be across by snake.

Tree as Data Structure and DFS algorithm can solve this project. Because the pursuit of DFS in here is to find the longest path that can be acrossed by snake . From the position of snake, doing process of search, if not found wall and not out size of board, snake will move to spend the way as much as possible while not blump wall and not acrossing the same way more of twice. If the longest path found, the game will finish.

Keyword : Tree, DFS Algorithm, Snake, Wall

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