

DAFTAR PUSTAKA

- Anshar, M., Sumiharto, R., & Wibowo, M. E. (2023). Progressive Content Generation Based on Cyclic Graph for Generate Dungeon. *IJCCS (Indonesian Journal of Computing and Cybernetics Systems)*, 17(1), 91. <https://doi.org/10.22146/ijccs.81178>
- Atthariq, M. H., Eridani, D., & Fauzi, A. (2022). Implementasi Procedural Content Generation pada Game Menggunakan Unity Implementation of Procedural Content Generation on Games Using Unity. *Jurnal Teknik Komputer*, 1(2), 62–72. <https://doi.org/10.14710/jtk.v1i2.36673>
- Barriga, N. A. (2019). A Short Introduction to Procedural Content Generation Algorithms for Videogames. *International Journal on Artificial Intelligence Tools*, 28(2). <https://doi.org/10.1142/S0218213019300011>
- Lailiyah, S., Yusnita, A., Ali Panotogomo, T., Widya Cipta Dharma, S., & Yamin No, J. M. (2017). *SNITT-Politeknik Negeri Balikpapan 2017 PENERAPAN ALGORITMA DEPTH FIRST SEARCH PADA SISTEM PENCARIAN DOKUMEN APPLYING DEPTH FIRST ALGORITHM ON DOCUMENT SEARCHING SYSTEM*.
- Lazaridis, L., & Fragulis, G. F. (2024). Creating a Newer and Improved Procedural Content Generation (PCG) Algorithm with Minimal Human Intervention for Computer Gaming Development †. *Computers*, 13(11). <https://doi.org/10.3390/computers13110304>
- Qulub, M., & Shanti Bhuana, I. (2024). IMPLEMENTASI ALGORITMA DEPTH-FIRST SEARCH DAN BREADTH-FIRST SEARCH PADA DOKUMEN AKREDITASI. Dalam *Journal of Science and Social Research* (Nomor 1). <http://jurnal.goretanpena.com/index.php/JSSR>
- Rodrigues, L., Bonidia, R., & Brancher, J. (2020). Procedural versus human level generation: Two sides of the same coin? *International Journal of Human Computer Studies*, 141. <https://doi.org/10.1016/j.ijhcs.2020.102465>
- Ruohonen, K. (2008). *GRAPH THEORY*.

- Schultz, C. P. ., Bryant, Robert., & Langdell, Tim. (2005). *Game testing all in one*. Thomson Course Technology.
- Sedlák, F. (2024). *Procedural generation of levels for a realtime stealth game*.
- Shaker, N., Togelius, J., & Nelson, M. J. (2016). *Computational Synthesis and Creative Systems Procedural Content Generation in Games*.
<http://www.springer.com/series/15219>
- Short, Tanya. X., & Adams, Tarn. (2017). *Procedural Generation in Game Design*.
- Smith, G. (2015). *An Analog History of Procedural Content Generation*.
- Viana, B. M. F., & Dos Santos, S. R. (2021). Procedural Dungeon Generation: A Survey. *Journal on Interactive Systems*, 12(1), 83–101.
<https://doi.org/10.5753/jis.2021.999>

