

























## REFERENCES

- [1] Ramadan, R., & Widyani, Y. (2013, September). "Game development life cycle Guidelines". In 2013 *International Conference on Advanced Computer Science and Information Systems (ICACSIS)*
- [2] Afzal Hussain, Haad Shakeel , Faizan Hussain , Nasir Uddin , and Turab Latif Ghouri."Unity Game Development Engine: A Technical Survey".In *University of Sindh Journal of Information and Communication Technology (USJICT)*
- [3] Y. C. Hui, E. C. Prakash and N. S. Chaudhari, "Game AI: artificial intelligence for 3D path finding," *2004 IEEE Region 10 Conference TENCN 2004.*, Chiang Mai, Thailand, 2004, pp. 306-309 Vol. 2, doi: 10.1109/TENCN.2004.1414592.
- [4] Robbi Rahim, Dahlan Abdullah , Saiful Nurarif , Mukhlis Ramadhan , Badrul Anwar , Muhammad Dahria , Surya Darma Nasution, Tengku Mohd Diansyah, Mufida Khairani."Breadth First Search Approach for Shortest Path Solution in Cartesian Area".*Journal of Physics: Conference Series, Volume 1019, 1st International Conference on Green and Sustainable Computing (ICoGeS) 2017 25–27 November 2017, Kuching, Sarawak, Malaysia*
- [5] Zhang, Y., & Li, S. (2017, September). Research on the Application of Optical Illusion in Game Design. Retrieved from 2017 *5th International Conference on Mechatronics, Materials, Chemistry and Computer Engineering (ICMMCCE 2017)*
- [6] Wilkinson, N., Ang, R. P., & Goh, D. H. (2008). Online Video Game Therapy for Mental Health Concerns. *International Journal of Social Psychiatry*, 54(4), 370–382.
- [7] Draper, Stephen W. "The Penrose Triangle and a Family of Related Figures." *Perception*, vol. 7, no. 3, June 1978, pp. 283–296, doi:10.1068/p070283.
- [8] Stacey Mason, Ceri Stagg, and Noah Wardrip-Fruin. 2019. Lume: a system for procedural story generation. *Proceedings of the 14th International Conference on the Foundations of Digital Games*. Association for Computing Machinery, New York, NY, USA, Article 15, 1–9. DOI:<https://doi.org/10.1145/3337722.3337759>
- [9] Daniel Livingstone. 2006. Turing's test and believable AI in games. *Computer Entertain.* 4, 1 (January 2006), 6–es. DOI:<https://doi.org/10.1145/1111293.1111303>