DAFTAR PUSTAKA

1. Ahmed Khalifa, Fernando de Mesentier Silva, Julian Togelius. (2019) "Level Design Patterns in 2D Games". IEEE Conference on Games 2019.

2. Alexander Baldwin, Johan Holmberg, , Jose M. Font and Steve Dahlskog. (2017) "Mixed-Initiative Procedural Generation of Dungeons using Game Design Patterns". 2017 IEEE Conference on Computational Intelligence and Games (CIG).

3. Antonios Liapis , Julian Togelius, Noor Shaker, Rafael Bidarra and Ricardo Lopes. (2015) " Chapter 3 Constructive generation methods for dungeons and levels".

4. Baghdadi W., Fawzya Shams Eddin, M. Shaker, N. Shaker, , Rawan Al-Omari, , Zeina Alhalawani (2015) "A Procedural Method for Automatic Generation of Spelunky Levels". In: Mora A., Squillero G. (eds) Applications of Evolutionary Computation. EvoApplications 2015. Lecture Notes in Computer Science, vol 9028. Springer, Cham. https://doi.org/10.1007/978-3-319-16549-3_25.

5. Julian Togelius, Steve Dahlskog. (2014) "A Multi-level Level Generator". ☐ IEEE Conference on Computational Intelligence and Games.

6. Daniel Manrique, Jose M. Font, Julian Togelius and Roberto Izquierdo. (2016) "Constrained Level Generation Through Grammar-Based Evolutionary Algorithms". 9th European Conference on the Applications of Evolutionary Computation. EvoApplications 2016.

7. David Stammer, Mike Preuss, Tobias Gunther. (2015) "Player-Adaptive Spelunky Level Generation" 2015 IEEE Conference on Computational Intelligence and Games (CIG).

8. Darius Andana Harris3, Jeanny Pragantha, Muliadi. (2016) "PEMBUATAN GAME PLATFORMER "BEYOND" MENGGUNAKAN UNITY DENGAN XBOX 360 CONTROLLER

9. Eugene Triyudi Prabowo (2016) "RANCANG BANGUN GAME"JUMPING NOOB"BERBASIS WINDOWS PHONE".

10. Eriq M. Adams Jonemaro, Monel Lindu Sagala and Wibisono Sukmo Wardhono. (2017) "Pengembangan Game Platformer 2D Menggunakan Teknik Projection Mapping".

11. Eriq Muhammad Adams Jonemaro, Muhammad Aminul Akbar, Muadz Askarul Muslim. (2020) "Penerapan Procedural Content Generation untuk Perancangan Level pada 2D Endless Runner Game menggunakan Genetic Algorithm".

12. Julian Togelius, Staffan Björk, Steve Dahlskog. (2015) "Patterns, Dungeons and Generators".