

CHAPTER 5

CONCLUDING

5.1 Conclusion

Based on the wetting and testing of the previous chapters, the following conclusions can be drawn.

1. In this study, it was known how to identify game patterns and how to describe game models by using the NDFA method
2. In testing 10 games in each different level, it was proven that each level that has different abilities or movement patterns has different characteristics.

5.2 Suggestion

1. For further research, it can be developed again by using other types of automata that can make this game more interesting and efficient in describing game models.
2. For further research, we can collaborate between Method NDFA and other artificial intelligence methods.