Optimization Algorithm in Traditional Card Game Rummy 21

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Authors:

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Abstract

Everyone will want to get the best in life, maximize or optimize what owned to get something better. The best results are affected by the decision optimally taking into account all the constraints. This is became the basis for new breakthroughs in the game by developing the science of artificial intelligence (AI). How computer game can make the best decision by looking at the existing constraints or limitations. Algorithm optimization has fully supported the decision, using the object Balinese traditional card game Rummy 21. The main concept of the game Rummy 21 is to calculate the value of the card. Player gets a value of about 21, and not more than 21. Cards exceeds the number 21 does not qualify or fall. Decision-making in the game Rummy 21 is making the decision to add a card or survive on the value of the card now. Implementation of AI in this game is devoted to the single player game. The purpose of this study was to produce a game with AI features that can think like humans in solving problems while preserving the traditional game using the technology of mobile gaming.
References


Index Terms

Computer Science  Algorithms

Keywords

Card Games, Artificial Intelligence (AI), Optimization Algorithm, Single Player.