

ABSTRACT

In Decision Making Concept there are many methods that can be used especially with Artificial Intelligence based. Those methods can be implemented to solving uncertainly problem when the system begin. One of that methods which can be used is Bayes Probability Theorem. Bayes Probability Theorem can be used because of the concept that affect the global probability by one or more it's element.

Bayes Theorem in this system used in Decision Making system for choosing the target for attacked by NPC, this system used in battle system for NPC by adding the random number system to give a sample for Probability verification, and also used for input for battle scene.

The result of the test is Bayes Theorem is give the better output than a basic probability. In a battle of Nation NPC give a result that using random with range 0-1000 give a better result than using random with range 0-100.

Keywords : Bayes Theorem, Strategy Game, Probability