

ABSTRACT

Wayang Golek Massively Multiplayer Online Games (WGMMOG) is a game that can be played by several people at once by using web-based server. By using Java technology, user can play interactively using WGMMOG client in three dimension, and the game provider can put the server in a hosting that is using Apache Web Server and has PHP support.

It is possible because WGMMOG client is able to communicate with server to send player's events that occur in the game and it can retrieve gamestates that are needed by the client, in order each connected client knows events from the other clients.

The cost to provide MMOG server and it's operational cost are very expensive and causes the lack of game developer's attention to develop MMOG. With web based server, providers don't have to had their own Public IP and their own server, that is why web based server is used by WGMMOG server, to decrease the operational costs.

Keyword : Games, MMOG, Web based server, Java



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**ANALISIS DAN RANCANG BANGUN APLIKASI MMOG (Massive Multiplayer Online Games) 30
DENGAN MENGGUNAKAN
JAVA DAN SERVER BERBASIS WEB**

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