PROJECT REPORT
BUILDING NETWORK GAME USING JAVA SOCKET

ROMMEL YOHANES
14.K1.0041

Faculty of Computer Science
Soegijapranata Catholic University
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APPROVAL AND RATIFICATION PAGE

BUILDING NETWORK GAME USING JAVA SOCKET

by

Rommel Yohanes – 14.K1.0041

This project report has been approved and ratified by the Faculty of Computer Science on July 20, 2018

With approval,

Examiners,

1. [Signature]
   Novanto E.A., Jr., M. Sc.
   NPP: 058.1.2009.0118

2. [Signature]
   Shinta Emi Wahyuningsih, S.Ui., M.Cs.
   NPP: 058.1.2007.272

3. [Signature]
   YH. Dwi Silitonga, S.T., M.Sc.
   NPP: 058.7.2017.021

Faculty of Computer Science,

[Signature]

NPP: 058.1.2002.254
STATEMENT OF ORIGINALITY

I, the undersigned:

Name : Rommel Yohanes
ID : 14.K1.0041

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Semarang, July 20, 2018

Rommel Yohanes
14.K1.0041
ABSTRACT

The game provide a Indonesian hero picture that is separated into small parts into 9 button. Player has a chance to open one of that small parts image alternately so player has a hint to guess that image. First player that can guess that image win this round and got 1 point from that. After that the image will dissapear and load another image. The problem of this game is about maintaining the communication between server and client works so the image in all client that appeared are same and the client get the turn respectively , maintaining the player who got disconnect and the impact for the game itself , and maintaining if the player reach maximum player of the game what the server will do.

The completion process is divided into 3 stages. Server creation, client creation, and the creation of protocols that govern game performance. The server will be made stand-alone and has a thread to address clients that will be connected to the server. In this server will have a data containing answers from the pictures that will be guessed by the clients / players. In 1 game room there are only 3 clients that can play. Creating an interface for clients. Data bits of images will be stored in the client, so that the interaction in opening the image faster and prevent the occurrence of traffic / packet loss in a game that will cause instability of the connection on the client. 6 kinds of protocols are created to handle this game. In-game protocol as a regulator in filling client identity, pre-game protocol as a regulator to wait for first player to play, box protocol as interaction control to bring up image to client, timer protocol as regulator to make game can run if there is client whose connection is lost, answer protocol as an interaction regulator of answers given by the client to guess the puzzle to the server, and chat protocol as a regulator of interaction so that the client can communicate with other client.

The servers, clients, and protocols for the GuessTheHero game were created. Protocol plays an important role as it regulates game performance and is an important system and rule in the relationship between server and client. the problems that arise in the background are solved by using the protocol.

Keyword: Server , Client , Thread , Protocol
Chapter one discusses the background of the problem and the purpose made in the game GuessTheHero.

Chapter two discusses the literature study taken as a draft to complete the GuessTheHero game.

Chapter three discusses the method used in the GuessTheHero game.

Chapter four analyzes and designs designs on the methods already expressed.

Chapter five is a coding piece that is implemented in the GuessTheHero game and testing on the protocols implemented in the GuessTheHero game.

Chapter six is a conclusion taken to answer the background of issues and suggestions for future research.
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