

CHAPTER 6

CONCLUSION

By using a thread, if there are 3 players who have played then there are players who join, then the server will create a new instance for the joining client. When the instance has been filled by 3 clients, then the game can start.

In a game there must be a protocol built to take care of the game system.

The Box Protocol is good at communicating between clients with the server for the selection of images so that the image chosen by the client who gets the turn to play will open on the other client and after that turn will change hands on the next client.

Timer protocol is used in preventing the game from stopping running when players are disconnected.

For the future of the GuessTheHero , the game can be created using UDP concept,, create an update feature for the client, making the player limit that can play in 1 instance game becomes more dynamic.