

ABSTRACT

Article analyses and design a Dream Campus game based on Massively Multiplayer Online Role Playing Game (MMORPG) that is able to analyse the use of database in text-based dan turn-based game. The used method were system analysis by conducting field study on the same type of game, analysis the problem, and questioner analysis, also game design that includes game description, game component, game balancing, and feature, and system design consist of usecase, class diagram, sequence diagram, activity diagram, and screen design. The result is a prototype of The Dream Campus game based on MMORPG that can be played together by many people that is online without have to install any application to the client computer. The game only needs a browser and internet connection and player can play the game.

Keywords: *massively multiplayer online role playing game, game, browser, internet*

ABSTRAK

Artikel menjelaskan analisis dan perancangan Dream Campus berbasis Massively Multiplayer Online Role Playing Game (MMORPG) sehingga dapat menganalisis penggunaan database dalam game text-based dan turn-based. Metode penelitian yang digunakan, adalah analisis sistem yang ada melalui studi lapangan terhadap game sejenis, menganalisis masalah, dan analisis kuesioner, serta perancangan game yang mencakup game description, game component, game balancing, dan feature, dan perancangan sistem yang terdiri dari usecase, class diagram, sequence diagram, activity diagram, dan perancangan layar. Hasil yang diperoleh adalah membuat prototipegame The Dream Campus berbasis MMORPG yang dapat dimainkan bersama-sama oleh banyak orang secara online tanpa membutuhkan penginstalan aplikasi apapun pada komputer klien. Cukup hanya dengan sebuah browser dan koneksi internet, pemain sudah dapat menikmati permainan ini.

Kata kunci: *massively multiplayer online role playing game, permainan, browser, internet*