ABSTRACT

Virtual pet game can help people to maintain/raise their pet, and currently the available virtual pet game doesn’t offer any improvement or attractiveness. With the advancement of technology, now it is possible to create such a game using game engine which eases developer in developing the game. The growth of internet also increases online game demand, enabling people from different side of the world to be connected. This thesis will take step on developing a game combination created from modern technology of drag and drop game engine based on HTML 5 with a new found communication method Socket.IO in Node.JS platform based on V8 JavaScript Engine by Google, which enabling online multiplayer game play. The research will be about how to enable online communication to creat such a game play.

The specialty of the prototype program would be the ability to provide online communication and multiplayer game play with additional feauter to the game. The current prototype could still be developed extensively. However, this thesis has successfully fulfill the aim of this thesis which is providing or enabling online multiplayer capabilities in a game created from Construct 2 game engine.

Keywords
Virtual Pet, Online Multiplayer, game HTML 5, technology, Construct 2