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**THE DEVELOPMENT OF “THETRASH ONLINE”
MASSIVELY MULTIPLAYER ONLINE GAME:
GAME DESIGN AND GAME LOGIC DESIGN AND IMPLEMENTATION**

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ABSTRACT

Seeing the potential in the casual MMOG market in Indonesia, the author tried to create a game that can compete in the market. However, rather than designing a new gameplay, the author tried to implement classic Tetris gameplay, one of the most popular game ever created, and adding features to make it playable as a MMOG.

At end of the alpha test, the testers, who are the potential user of the game, were given a questionnaire to evaluate the game. The Questionnaire also asked for their comparison to casual MMOGs that are currently available in the market and also another game similar to “TheTrash Online”.

The result of the survey shows that the respondents had a good impression on the game and the game itself is comparable to other games. The result also shows that the majority of the respondents are interested to play the game if the game is released commercially using item mall system.

Keywords:

Casual MMOG, Tetris, Game Design.