DESIGN OF PAYMENT SYSTEM ON THE GAME ZONE WITH RFID

Name of Student 1: Dyas Ayu Restina  
NRP: 2209030006  
Name of Student 2: Subhan Hadfin Permana Putra  
NRP: 2209030053  
Consultive Lecturer: Suwito, ST.MT  
NIP: 1981 010520 0501 1 004

ABSTRACT

A payments processing system game zone using RFID replace the function of a coin used as a payments processing system with a tag RFID cards that contains balances and can be recharged.

A payments processing system using RFID is using mikrokontroler atmega benders, 162 as the brain RFID cards as of cards pengaktif toy, communication serial rs-232 to send data id tag RFID to pc and driver of a motor dc as player a toy.

If user has not been registered, for the user by filling the name and pay an amount of money will earn card user member. With member, carrying business cards users to the desired, the game to run the game of users quite close the cards member to the readers. User pressed the button to start the game start balances depopulate, and in that moment the game will run until the duration of the time that has been set, if want to run any other game users enough do the same thing with his earlier.

Readers RFID can only read data from tag RFID maximally with the distance of less than 7 cm. Besides communication serial rs-232 can't do communication delivery and acceptance of data simultaneously.

Keywords: RFID, payment systems, game zone
Halaman ini sengaja dikosongkan