DISTRIBUTION AND SYNCHRONIZATION OF DATA ON THE MMO GAME MALING HUNTER USING UNITY3D NETWORK API

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Abstract

One of the most important part of MMORPG is distribution and synchronization of data. Remote Procedure Call (RPC) can be used to distribute and synchronize data. RPC is an Interprocess communication that allows a computer program to cause a subroutine or procedure to execute in the different address space. Unity3D is one of the game engine that supports the use of RPC. This final project will review about data distribution and synchronization schemes of Maling Hunter game. Maling Hunter is a MMORPG that was built on Unity3D engine and MySQL database for its data storage. This final project is also exploring Unity3D networking capabilities to support data distribution and synchronization schemes in Maling Hunter game.

Keywords: Game, Massive Multiplayer Online, MMO, Unity 3D, Networking, Distribution of Data, Synchronization of Data