ABSTRACT

MMORPG (Massive Multiplayer Online Role Playing Game) is one of the genre's most successful and popular. Problems often faced by a MMORPG is bandwidth consumption. With so many players online at one time, servers are required to serve all requests from the client, resulting in a very large bandwidth consumption. It can be solved by optimization. Optimization can be done in various ways. One way is to optimize the packets by changing the type of a binary package which has a small size of the data.

In this final project, the author will develop a MMORPG with client server concept that has an advantage in the package optimization. So that network usage and bandwidth can be optimized and all requests from clients can be handled.

Keywords: MMORPG, Optimazion, Packet, Client, Server