Design and Implementation of Player Versus Players Battle Module on Warlock Saga Card Game-Based Android

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ABSTRACT

Card Warlock Saga is a turn-based game application that is themed collectible card that uses a turn-based card battle game as a mechanism. Players have a hero called magician and card set as the fight mechanism. Sometimes the game seemed boring when played alone. Due to Warlock Saga Card Game-based social game then designed a system so that players can socialize through the battle between players.

The module is designed to support the main game application. The system of rules that applied to the module players opposing players will be applied as well as the main rules of the game in offline mode.

This fight module is built by applying the concept of design pattern. The concept of design pattern is needed because module-based application design. It is expected that the use of the design on the concept of design pattern facilitates the development of the game due to become more modular and increase the level of code reusability.

Keyword: Android, Game, Networking, Unity, Web Service.