

ABSTRACT

Today many types of games that are scattered throughout the world, there is no doubt that there will be problems or interference with the device, whether it's a problem specification is needed, which is not sufficient storage space and so forth. Any small disturbance will have a negative impact on the game when we run or can not install it on our devices. Specifications that do not comply or insufficient storage space that would cause us to not be able to run the game. See the existing problems, the authors are interested in creating a cloud-based gaming platforms using GamingAnywhere, where the game does not need to install on the device to be able to play her and do not require a fairly high specification device or a large storage space. At the end of this project took the case on a hangman game that can be played without having to be installed on our devices which will assist us in saving storage space, except that there are extra features in this game that can be played in multiplayer.

keywords: GamingAnywhere, cloud, multiplayer