

ABSTRACT

GamingAnywhere is an open-source android platform. In addition to open-source, GamingAnywhere designs high extensibility, portability, and reconfigurability. GamingAnywhere is currently supported on windows and linux operating systems, and can be used on operating systems like OS X and Android. At this time GamingAnywhere does not provide a user interface for clients or users. From the above book can make game or game configuration. So, clients or users who use android client only do the registration and login process so that client or user can directly choose game and play game available.

The android client app is a mobile-based interface with android operating system that is used to interact users with game servers so users can play games available on game servers. With this application mobile users are not difficult to create an interface or perform commands on the terminal.

Making this application is done adengan waterfall. This application is mobile based and website with CodeIgniter framework, PHP programming language, Java and databaseMySQL as data storage. This app is expected to help mobile users to game servers.

Based on the user interface that the author created, then performed a test of the interface. Tests conducted by the author is like testing joysticks, image quality, and sound. From the results of tests conducted by the author can be deduced from the process when playing games from the server is still a lot of shortcomings that occur such as joystick not working, image quality is still unstable streaming process, and for voice or audio is pretty good sehingga client who play games from GamingAnywhere can Listening to the process while playing the game.

Keywords: The android mobile interface, Gaminganywhere