

ABSTRACT

Competition becomes a very popular event almost all events and events can be contested. However, information about the competition and the difficulties of the organizers as well as the participants who want to follow complicated with the requirements of the manual, the difficulty of organizing the race to publicize, on the other hand the audience who want to monitor the game must come directly where the game took place.

Even cheating can happen and less transparency in the race can be a disadvantage for others. This can be difficult for participants who want to really want to find a reliable game. In this fast-paced digital age such a thing can be overcome and easily monitored with a good system.

The game portal system is still rarely encountered in Indonesia, and most competitors are from outside Indonesia and have not even reached the country of Indonesia itself. This is an opportunity for us to be the first pioneers to be able to provide a fair and transparent system of matches can also be accessed wherever and whenever.

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