

## Front End Development on CashLess Website: Online-Based Game Top Up

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### Abstract

*The increase number of online game users since 2019 among the community is going rapidly. More than 70% of people are not hesitant to spend thousands to millions of rupiah to obtain paid facilities provided by each online game. This creates opportunities for producers, including the process of buying and selling game items, where the community needs a new platform that can be accessed easily anytime and anywhere. To meet these needs, a web-based application called Cashless Shop was created to assist users in easily and efficiently conducting buying and selling transactions for game items. This application is a full system design on the frontend, built using the JavaScript library React JS. By utilizing prototyping methods, the application is developed based on user needs, starting from creating user flows, designs, and code, then retested using User Acceptance Testing to measure its success according to user requirements.*

**Keywords:** *Cashless Shop, React JS, User Acceptance Test (UAT).*

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