ABSTRACT

This study discusses the implementation of client-server communication using the HTTP protocol for a leaderboard system in the Hangman game, as well as its usability evaluation using the System Usability Scale (SUS). Hangman is a popular puzzle game in which players must guess words within a limited number of errors. The system is designed using the HTTP protocol to support the effective transmission and storage of player score data. The system evaluation was conducted by collecting user feedback through the SUS questionnaire, which aimed to assess user ease of use and user satisfaction with the leaderboard system. The evaluation results indicate that the use of the SUS method provides important insights into the user experience and identifies areas for improvement to enhance the system's quality. This research is expected to serve as a reference in the development of similar systems, particularly in competition-based games.

Keywords: Client-Server, HTTP, Leaderboard, Hangman Game, SUS.