Web-Based Offline Game Suit Design: A Model Overview

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ABSTRACT

The rapid development of information and communication technology has made it easier for people to complete work. To keep up with the times in the game world, information technology students learn about the HTML (Hyper Text Mark Up Language), CSS (Cascading Style Sheet), and PHP (Hypertext Preprocessor) programming languages to create website-based games. Using qualitative research methods, IT students create website-based games with the HTML, CSS, and PHP programming languages that can be accessed via the XAMPP localhost. Students can play this Game Suit game with a computer offline. So that with this website-based game it will make it easier for people to access it and do not require storage such as downloading game applications.

Keyword: CSS; HTML; PHP; XAMPP.

1. INTRODUCTION

The rapid development of information and communication technology has made it easier for people to complete work. To keep up with the times in the game world, information technology students learn about the HTML (Hyper Text Mark Up Language), CSS (Cascading Style Sheet), and PHP (Hypertext Preprocessor) programming languages to create website-based games (Sutabri, et al., 2012). Game is a game that is used as a daily entertainment tool that can be used individually or in a game that is controlled by the computer itself. Game is an application that is familiar to people from all walks of life. In this era of modernization, games are experiencing a lot of development. Both in terms of devices, consoles, graphics, storylines that are built and so on (Sutrisno, 2011). The function of the game itself is as a medium of entertainment and learning media. If you try to look at the computer games that are currently available, you will find lots of games with different types and variations. These types and types of games are called genres. There are many ways to see how a game can be grouped, therefore there is no agreement on what and how a game can be grouped. One of the games with the casual genre is the SUIT game made by Sprakelsoft. In this game the player will play by entering the name that has been determined and waiting for the results to come out. If what we enter in the settings loses, the result will come out to lose or it could be a draw if the computer issues the same name. If you try to look at the computer games that are currently available, you will find lots of games with different types and variations. These types and types of games are called genres. There are many ways to see how a game can be grouped, therefore there is no agreement on what and how a game can be grouped (Maulana, 2021). One of the games with the casual genre is the SUIT game made by Sprakelsoft. In this game the player will play by entering the name that has been determined and waiting for the results to come out. If what we enter in the settings loses, the result will come out to lose or it could be a draw if the computer issues the same name. If you try to look at the computer games that are currently available, you will find lots of games with different types and variations. These types and types of games are called genres. There are many ways to see how a game can be grouped, therefore there is no agreement on what and how a game can be grouped. One of the games with the casual genre is the SUIT game made by Sprakelsoft. In this game the player will play by entering the name that has been determined and waiting for the results to come out. If what we enter in the settings loses, the result will come out to lose or it could be a draw if the computer issues the same name. There are many ways to see how a game can be grouped, therefore

there is no agreement on what and how a game can be grouped. One of the games with the casual genre is the SUIT game made by Sprakelsoft (Quthni, 2014). In this game the player will play by entering the name that has been determined and waiting for the results to come out. If what we enter in the settings loses, the result will come out to lose or it could be a draw if the computer issues the same name. There are many ways to see how a game can be grouped, therefore there is no agreement on what and how a game can be grouped (Ramadhani, et al., 2021). One of the games with the casual genre is the SUIT game made by Sprakelsoft. In this game the player will play by entering the name that has been determined and waiting for the results to come out. If what we enter in the settings loses, the result will come out to lose or it could be a draw if the computer issues the same name (Hariani, et al., 2021).

Based on the description above, a game type application will be built that applies more syntax to run and increases variations in making names and results in the web-based SUIT game. Using qualitative research methods, IT students create website-based games with the HTML, CSS, and PHP programming languages that can be accessed via the XAMPP localhost (Sari, et al., 2022). Students can play this Game Suit game with a computer offline. So that with this website-based game it will make it easier for people to access it and do not require storage such as downloading game applications.

2. LITERATURE REVIEW

The method used in this study is the observation method with a descriptive approach. Observation Method Observation is a data collection technique that is carried out through an observation, accompanied by recordings of the state or behavior of the target object. Observation is an observation activity (data collection) to photograph how far the effect of the action has reached the target (Arikunto, 2006). The observation method is a way of obtaining data by observing and recording(Yusa, 2016). The purpose of this study is to utilize XAMPP in accessing game suits using HTML, CSS and PHP programming languages.
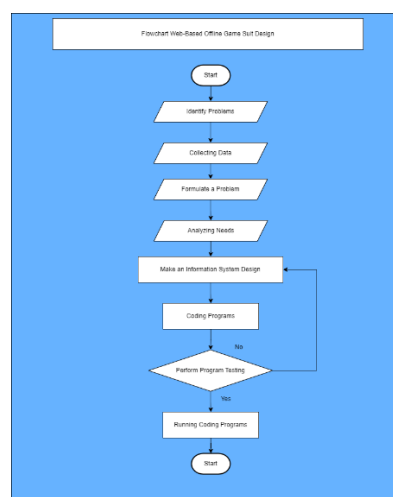

Figure 1. Web-Based Game Suit Design Flowchart

A.　*HTML* (Hypertext Markup Language)

HTML is the language used to describe the structure of a page*web*. HTML is used to publish documents*on line*.*Statement*the basis of HTML is called*tags*. A*tags*expressed in square brackets (<>).*tags*intended for a document or part of a document must be made as a pair. Consist of*tags*opener and*tags*closing. Where*tags*Close the name with an additional slash (/) at the beginning of the name*tags* (Sari, et al., 2022).

B.　CSS (Cascading Style Sheets)

CSS are the languages that represent pages*web*. like color, *layouts*, And*fonts*. By using CSS, a*web developer*can create pages*web*which can adapt to various screen sizes. Creating CSS is usually separate from the HTML page. Although CSS can be embedded in HTML pages. This is intended to make it easier to set up HTML pages that have the same design (Al-Khowarizmi, et al., 2017).

C. PHP (Hypertext Preprocessor)

PHP is a programming language to run through pages*web*, generally used to process information on the internet. Meanwhile in another sense, PHP is a programming language*webserverside*which is*open source*or free. PHP is*scripts*which integrates with HTML and resides in*servers*(Andri Christanto, 2010).

D. XAMPP (for four operating systems, Apache, MYSQL, PHP, Perl)

XAMPP is an apache web server software in which a MySQL database server is available and supports php programming. XAMMP is software that is easy to use and free and supports installation on Linux and Windows (Sari & Batubara, 2021).

3. RESULTS AND DISCUSSION

In this section, it is explained the results of research and at the same time is given the comprehensive Open the notepad application first and type with each code.

```
<html>
    <head>
        <title>GAMES SUIT</title>
        <style>
            @import url ('https://fonts.googleapis.com/css?family=0swald&display=swap');
            Body {
                Padding-top: 10%;
                Background-color: #5F9EA0;
                Font-align: '0swald', sans-serif;
            }
            H1 , p , form {
                text-align: center;
            }

            input {
                width: 50%;
                height: 5%;
            }
            button {
                height: 5%;
                background-color: #000000;
                color: white;
                border: none;
                cursor: pointer;
            }
            button.hover{
                background-color: #00FFFF;
            }
        </style>
<head>
<body>
<!----------------------------------LOGIC KOMPUTER-------------------------------------------------------->
        <?php
        $com = rand();
            If ($com > 100000000 && $com < 80000000){
                $com = 'GUNTING';
            }elseif ($com>80000000&& $com<1250000000){
                $com = 'KERTAS';
            }else{
                $com = 'BATU';
            }

        ?>
<!---------------------------------------INPUTAN PEMAIAN---------------------------------------->
        <from action="" method="POST">
            <h1>GAMES SUIT</h1> <p>MASUKKAN : GUNTING / KERTAS / BATU (Note : Jangan Ada Spasi ) </p>
            <input onkeyup="this.value=this.value.toUpperCase()"type="text" name="nama" placeholder="Masukkan Sesuatu.
. . " required autofocus>
            <button type="submit" name="submit"> SUUUIIITTTT  !
</button>
</form>
```

```
<br>
←--------------------------------------------LOGIC GAMES --------------------------------------------→
<?php if ( isset($_POST["submit"]) ) : ?>
        <h1><?php
$hasil = ' ';
If ($POST["nama"] == $com){
        $hasil = 'HASILNYA SERI !';
}elseif ($_POST["nama" == 'BATU') {
        If ($com == 'GUNTING') {
                $hasil = 'KAMU MENANG !';
        }else {
}elseif ($_POST["nama"] == 'KERTAS') {
        If ($com == 'BATU') {
                $hasil = 'KAMU MENANG !';
        }else {

                $hasil = 'KAMU KALAH !';
        }
}elseif ($_POST["nama"] == 'GUNTING') {
        If ($com == 'KERTAS') {
                $hasil = 'KAMU MENANG !';
        }else {

                $hasil = 'KAMU KALAH !';
        }
}else (
        $hasil = 'YANG ANDA MASUKKAN SALAH ATAU ADA SPASI !';
)
?>
        <p>Kamu memilih : <b style="text-decoration: underline" ><? = $_POST["nama"] ?></b> dan computer memilih
:<b style="text-decoration: underline" ><? = $co ?></b><br><?=$hasil ?></p>
        </h1>
        <?php endif; ?>
        </body>
</html>
```

The UI between the user and the computer uses the HTML, CSS, and PHP programming languages with the syntax below. And inputting these scissors, paper, and rock options is linked to XAMPP. So that input made by the user will be stored in the game database in XAMPP.
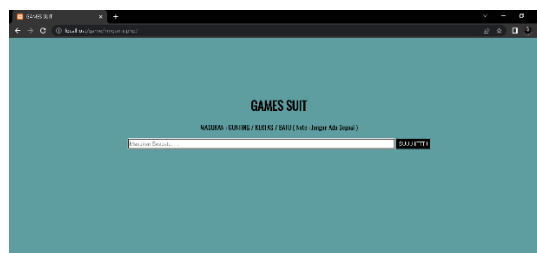

Figure 2. Main View

Figure 3. User Chooses Scissors and Computer Chooses Paper and User Declares Win

Figure 4. User Selects Paper and Computer Selects Paper and User Declares Series

Figure 5. User Chooses Stone and Computer Chooses Paper and User Declared Lost

In the UI output between the user and the computer, namely the user can choose the options of scissors, paper, and rock then press the "SUIITT" button, the computer also chooses options automatically and randomly. So that the input made by the user will be stored in the game database in XAMPP and produce results in the form of wins, draws and losses

4. CONCLUSION

Based on this discussion, it can be concluded that the HTML, CSS, and PHP programming languages are used in this website-based Game Suit which is accessed via localhost by first creating a game folder. People can play this game against the computer.

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