

ABSTRACT

GamingAnywhere is an open-source cloud gaming platform that allows users to play games that are large in the computer with the following specs of the game, because processes such as algorithms and rendering all handled by the game server. karena game server does not provide an interface for the login process and the selection of games. Currently access to games that are on GamingAnywhere must use the command prompt, then the user must memorize the existing syntax.

The goal of this final project to provide a solution to these problems by building a portal server for gaminganywhere platform, so as to assist the user in selecting the game.

Keywords: cloud, GamingAnywhere, open-source.