

ABSTRACT

In the digital era, information technology has rapidly evolved, leading to significant transformations, particularly in interactive games that are increasingly popular. This study implements and analyzes a leaderboard system in a web-based Whack-a-Mole game to enhance user engagement, with usability evaluated using the System Usability Scale (SUS) method. The game was developed using JavaScript (JS) for a responsive and interactive interface, and PHP for game logic and leaderboard data management. The leaderboard system allows users to view rankings based on scores and time, creating a competitive experience. Testing results indicate a high level of usability, with an average SUS score of 72, meeting the standard threshold of acceptability. This research is expected to provide practical contributions to the development of web-based game applications that enhance user experience through the effective implementation of a leaderboard system.

Keywords: Leaderboard, Whack-a-Mole, JavaScript (JS), PHP, System Usability Scale (SUS), User Experience.