

# **ABSTRACT**

Alfons Perez Manurung, 17118766

## **ANDROID-BASED MOBILE LEGEND CHARACTER, ITEM AND SPELL RECOGNITION APPLICATION**

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Currently, the operating system on smartphones that is widely used is the Android-based operating system. Android-based smartphones are not only used for communication but can also be used as a tool for playing online games. During this pandemic, people are using smartphones more often to find entertainment, one of which is by playing online games. One of the online smartphone games that is very popular at the moment is Mobile Legends. Therefore, in this scientific writing, an Android-based Mobile Legends Character, Item and Spell Introduction application was created. This application is expected to help gamers better understand the characters, items and spells in the Mobile Legends game. This application was created using Android Studio. The stages of making this application include application design, appearance design, program coding and application testing using several smartphones. The Mobile Legends Character, Item and Spell Recognition application test has been successfully created and can be run well on Android-based operating systems starting from version 4.2 (Jelly Bean) up to Android 10.

Bibliography (2001-2016)