

# **DEVELOPING AN ANDROID-BASED ONLINE GAME ACCOUNT SALES AND AUCTION APPLICATION**

**GILANG FATHANATU TANTULAR**

*Informatics Study Program, Faculty of Science and Technology*

*University of Technology Yogyakarta*

*Jl. Ringroad Utara, Jombor, Sleman, Yogyakarta*

*E-mail: [gilangfathana99@gmail.com](mailto:gilangfathana99@gmail.com)*

## **ABSTRACT**

The rapid advancement of information technology has opened up new business opportunities in the digital entertainment industry. One emerging trend is the buying, selling, and auctioning of online game accounts. However, these practices are still mostly carried out conventionally through social media and online communities, posing significant risks such as fraud due to the lack of dedicated platforms. This study aims to develop an Android-based application that serves as a secure and efficient platform for the trading and auctioning of online game accounts. The system was developed using the Agile Development method through several iterative stages and features core functionalities such as account management, auction mechanisms, transaction history, and a notification system. The implementation results demonstrate that the application simplifies the process and reduces risks by providing a more structured and secure transaction workflow. This application enables users to conduct game account transactions more conveniently and safely compared to conventional methods using social media or online forums.

**Keywords:** Auction, Marketplace, Game Accounts, Android, Agile Development Method