

## **BAB VI PENUTUP**

### **A. Kesimpulan**

Berdasarkan hasil dari penelitian, proses perancangan, dan implementasi yang telah dilakukan, maka dapat disimpulkan bahwa pembangunan aplikasi *e-commerce game* berbasis web memiliki potensi untuk mendukung industri gim dan memfasilitasi kebutuhan peminat gim dalam memperoleh dan mengakses gim *digital* dengan mudah dan legal. Dalam proses perancangan ini, ada beberapa proses yang perlu diperhatikan, antara lain desain antarmuka yang intuitif, kemudahan navigasi, dan performa platform yang baik.

Sistem juga menyediakan sarana bagi pengembang-pengembang gim lokal untuk menjual produk pada platform ini. Selain itu, diharapkan juga dengan adanya platform ini, tingkat akses gim secara ilegal di Indonesia dapat diturunkan sekaligus juga meningkatkan minat warga Indonesia dalam bermain gim lokal. Dengan adanya platform *Online Game Store* yang memiliki desain antarmuka intuitif, kemudahan navigasi, dan performa yang baik, diharapkan pemain gim Indonesia dapat lebih tertarik untuk mengakses gim secara legal dan memberikan sarana bagi pengembang gim lokal untuk terus berkarya dalam bidang industri gim ini.

### **B. Saran**

Berdasarkan hasil pembangunan aplikasi, ada beberapa saran yang dapat berguna untuk mengembangkan aplikasi ke depannya menjadi lebih baik. Pertama, menambahkan *shopping cart*. Hal ini bertujuan untuk mempermudah proses berbelanja apabila pengguna ingin membeli beberapa gim sekaligus. Kedua, dapat ditambahkan sistem pembayaran yang mudah diakses bagi warga Indonesia contohnya *e-currency* seperti Ovo dan Gopay. Fitur ini berguna untuk mempermudah proses pembayaran bagi pengguna platform. Saran yang terakhir adalah menambahkan fitur untuk melakukan *filter* gim berdasarkan *genre* gim tersebut.

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