

ABSTRACT

This study aims to analyze the utilization and implementation of dashboard system in the Doodle Jump game application using the System Usability Scale (SUS) method. The dashboard is designed to display a real-time integrated leaderboard, enabling players to easily monitor their scores and rankings.

The leaderboard system is developed based on a REST API, ensuring secure and efficient data communication between the client and server. Testing using the SUS method indicates that the dashboard has a high level of usability, with the SUS score reflecting strong user satisfaction. The results of this study are expected to serve as a reference for developing dashboard features in similar game applications to enhance user experience.

Keywords: dashboard, Doodle Jump, leaderboard, System Usability Scale (SUS), REST API.