

ABSTRACT

The study is about the Color Mix-Up Game, a mind, reflex and drawing Android game. The study is about the application development of Color Mix-Up and its evaluation. This game, which is both fun to play and informative, involves the proper mixture of colors to form another color. It also has a feature of allowing users to draw using the collected colors during the game. Tooltips and canvas are also available in the system.

The study involves the evaluation of the developed game from three categories of respondents including children, adult and art teacher. The data were gathered through questionnaires having four criteria of the game namely Design or Graphics, Usability, Efficiency and Performance, and Accuracy.

According to the findings of the study, the developed game application achieved its objective and received an acceptable Total Overall Performance rating. The study led to the development of the official Color Mix-Up Game application that is available in Google Play.