

Abstract

The study was conducted to know the opinion of gamers and non-gamers. The proponents asked the respondents about the navigation, reliability, functionality, and graphics design of the game. It is important to ask several questions, so the proponents would be able to improve the system.

The proponents conducted a survey to fifty gamer and non-gamer respondents. In addition to that, the proponents interviewed some students of De La Salle University Dasmariñas and some random respondents outside the University.

The most common feedback that the proponents received was regarding the graphics of the game, audio background, and gameplay. Most of the respondents said that the graphics were great and the audio background was clear, but some said that the gameplay was too simple and accessible.

In summary, the system worked properly and the respondents were be surely entertained. Prior to the current progress of the game, the proponents learned making a 3D game design where originality was being implemented. With the help of available softwares that the researchers are not familiar with, the proponents learned the latest softwares regarding game making.