Abstract

Zombie Rush is an android game that can run compatible android firmware version at HoneyComb or Icecream Sandwich and it can be used up to the latest version. The objective of the project is to design and develop an android application single player game that emphasizes greatly on entertainment and logical thinking of the users with proper graphics and sounds implemented inside the game. The proponents believe that uniqueness is one way to create a good and better android game. The story line starts when the Necromancer appeared inside De La Salle - Dasmariñas. The necromancer started to summon Zombies to destroy all the colleges inside but there will be students to defend it at all cost. The player can choose on the seven colleges of De La Salle – Dasmariñas.

In order to determine what features are to be added, the proponents consulted their adviser, students, and friends outside the campus to give opinion on what the proponents may add inside the game. The gathered data from the respondents is also a way to gain opinions and choices to achieve the specific goal of the proponents. It also serves as a good feedback to the current game situation.

The project used Eclipse and Android SDK as its main platform in making the game. Plus, the proponents use Photoshop CS5 and Open GL to maximize the result of image visualization and game play performance. All the codes, and scripts encoded by the proponents are written in a Java programming language.