



Abstract

Playing games is one of the leading types of entertainment to people in this generation, especially students. Some students even admit that they like playing games more than focusing on things that they must be doing. This study is not only about the development of a tower defense game that would entertain students, but it is also a tower defense game that would give them a reminder or a lesson on violations that are most commonly committed in school. Another thing is that the study's goal is to provide a non-violent game that would still be enjoyed by the gamers whilst playing. As a whole, the proponents aim to create a level of tower defense games into a new zone for it not to be obsolete and that other genres have a huge gap to this type of game because for them, this type of game is really entertaining and at the same time uses people's mind for better results. This is the primary reason that the proponents of this study chose to create School Defense.