ABSTRACT

"Throttle" is a breakout-type game for Android. The game's objective is to eliminate all destructible blocks to proceed to the next level. While the game doesn't have any story to follow, players are occupied with a significant amount of levels to finish. During game play, players can pick up power-ups from blocks which can give certain advantages (or disadvantages). Using in-game currency, players can also purchase items that can be used to enhance game play and replay value.

In order to test and evaluate the game, the proponents consulted students and faculty members of the Computer Studies Department. The developed game was seen, played, and evaluated by the respondents using the questionnaire made by the proponents. Questions, comments, and suggestions were entertained during the evaluation process. The gathered data from the respondents were analyzed, computed ,and tabulated by the proponents. All of the data played a significant role in the development of Throttle. The collated data served as the stepping stone for more improvements that could still be made in the game and, at the same time, they also served as the feedback from the users.

Stencyl was used by the proponent for the animation and coding of the game itself. It served as the major platform of the whole development process.