



De La Salle University – Dasmariñas

12-D: An Android Application

An Information Technology Capstone Project

Presented to
The Faculty of the Computer Studies Department
College of Science
De La Salle University-Dasmariñas

In Partial Fulfillment of the
Requirements for the Degree of
BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

by

Lacson, Sharmaine C.
Orence, Katherine Anne E.
Ricablanca, Zandra H.

Del Rosario, Gloria A.
Adviser

March 7, 2015



TABLE OF CONTENTS

| | Page |
|-----------------------------------|------|
| I. INTRODUCTION | |
| 1.1. Project Context | 1 |
| 1.2. Purpose and Description | 4 |
| 1.3. Objectives | 6 |
| 1.3.1. General Objective | 6 |
| 1.3.2. Specific Objective | 6 |
| 1.4 Scope and Limitations | 7 |
| 1.4.1. Scope | 7 |
| 1.4.2. Limitations | 10 |
| II. RELATED LITERATURE | 12 |
| 2.1. Foreign Literature | 12 |
| 2.2. Local Literature | 18 |
| III. TECHNICAL BACKGROUND | 22 |
| 3.1. Research Paradigm | 23 |
| 3.2. Concept of the Study | 26 |
| 3.2.1. IPO (Input Output Process) | 26 |
| 3.2.2. Methodology | 28 |



| | |
|-----------------------------------------------------|----|
| 3.3. HIPO (Hierarchy Input Output Process) | 30 |
| 3.4. Conceptual Operation | 32 |
| 3.4.1. Functions of your System | |
| Input Data, Output Data | 32 |
| 3.4.2. Plans for Implementation and Deployment | 32 |
| 3.4.3. Software and Hardware | 33 |
| 3.4.3.1. Software Requirements | 33 |
| 3.4.3.2. Hardware Requirements | 33 |
| 3.4.4. HR Requirements | 33 |
| 3.4.5. Installation Plans | 34 |
| 3.4.6. Training Plans for the User of the System | 35 |
| IV. PRESENTATIONS OF RESULTS/FINDINGS | |
| 4.1. Project Description | 36 |
| 4.2. Project Structures | 37 |
| 4.2.1. Story Mode | 37 |
| 4.2.2. Moral Lesson | 38 |
| 4.2.3. Song List | 39 |
| 4.2.4. Remarks | 40 |
| 4.2.5. Language | 41 |



| | |
|-------------------------------------------|----|
| 4.2.6. Games | 42 |
| 4.3. Project Capabilities and Limitations | 44 |
| V. CONCLUSIONS AND RECOMMENDATIONS | 45 |
| 5.1. Summary of Findings | 45 |
| 5.2. Conclusions | 46 |
| 5.3. Recommendations | 46 |
| Bibliography | 47 |
| List of References | |
| Appendix A – Photographs | 50 |
| Appendix B – Screenshots | 51 |
| Appendix C – Diagrams | 55 |
| Appendix D – Curriculum Vitae | 60 |



ABSTRACT

This study entitled 12-D: An Android Application is for the fulfillment of the course Bachelor of Science in Information Technology. The developed application aims to widen more of the users' knowledge about the 12 disciples Jesus chose to accompany him for spreading the word of God. 12-D is intentionally presented for educational and entertainment purpose and is mostly appropriate for young people to use. This application tackles each of the twelve disciples' identity and the developed application will serve as a chance to extend the recognition of the users to the obscurity of the 12 men's profile. The application included stories from the bible and games for the users to be entertained at the same time. It also has a musical feature that will contribute for the satisfaction rate of the users. The researchers made an evaluation from people having an extensive knowledge to support the given information in this study. Therefore, the study is factual and nothing made out of uncertainty will be given.