



De La Salle University – Dasmariñas



De La Salle University - Dasmariñas
College of Science and Computer Studies
Computer Studies Department
Dasmariñas City, Cavite

“Juan and the Filipino Myth”

SPECIAL PROBLEM 2

Presented to

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

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

by:

Alfonso de Guzman Jr.

Jude Mark Jalon

Ms. Maryli Rosas

Adviser

March 2015



ABSTRACT

The purpose of this research is to develop an adventure RPG mobile game entitled, “Juan and the Filipino Myth”, for android environment. It is a single player that introduces the Filipino mythical creatures and tourist spots in the Province of Siquijor. The goal of the game is to defeat all the mythical creatures and save the sister. Users can gain new items such as weapons, power up’s, and potion; unlock skills and ability; and summon the famous Filipino mythical creatures in the game.

The proponents used an Adobe Flash Professionals CS6 to develop the game. The designs such as Characters, Items, main Menu, Place, and Battlefield used two different software Adobe Photoshop CS6 and GIMP 2.8. In order to test and improve the game, the proponents conducted a survey to Travelers and gamers, 16 Gamers but not travelers, and 16 Travelers but not gamers with a total of 48 respondents.



Table of Contents

CHAPTER 1: INTRODUCTION.....	4
1.1 Project Context.....	4
1.2 Purpose and Description	4
1.3 Objectives.....	8
1.4 Scope and Limitation	8
CHAPTER 2: REVIEW OF RELATED LITERATURE.....	10
Foreign Literature.....	10
Local Literature	14
CHAPTER 3: STORY FRAMEWORK.....	17
3.1 Research Paradigm.....	17
3.2 Storyboard.....	18
3.3 Concept of the Study.....	25
3.4 Conceptual Operation	28
CHAPTER 4: DESIGN AND METHODOLOGY.....	30
4.1 Project Development.....	30
4.2 Development Planning.....	38
4.3 Evaluation of the Study.....	41
CHAPTER 5: RESULT AND DISCUSSION.....	47
5.1 Instruments Used to Gain Result	47
5.2 Results and Detailed Discussion Obtained in the Final Evaluation.....	49
5.3 Basis of Data	50
5.5 Acceptability of the Study.....	54
5.6 Interpretation of Data based from the Objectives of the Study.....	54



CHAPTER 6: CONCLUSIONS AND RECOMMENDATION.....56

6.1 Conclusion56

6.2 Recommendations.....56

APPENDIX A.....58

Sample Survey Form.....58

APPENDIX B.....60

Actual Sample Survey.....60

APPENDIX C.....61

Some Pictures of Respondents answering Survey Form.....61

BIBLIOGRAPHY.....62

