

ABSTRACT

NAME OF INSTITUTION: De La Salle University - Dasmariñas

ADDRESS: Dasmariñas, Cavite

TITLE: Princesa

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FUNDING SOURCE: Parents

COST: 50,000

DATE STARTED: December 26, 1997

DATE COMPLETED: February 16, 1998

OBJECTIVES OF THE STUDY:

A. GENERAL

The general objective of the study is to develop a game software that is interesting and challenging one.

B. SPECIFIC

1. Reinforce the student in recalling rote knowledge.
2. To arouse national interest
3. To enhance mental ability and test the student's logic.

SCOPE AND COVERAGE: A game software with full mouse support.

METHODOLOGY: Rapid prototyping.

OUTPUT OF THE STUDY: Effective to the students that have a know how knowledge in the computer.

CONCLUSIONS: Reinforcing tool of the student's rote knowledge and reasoning.

RECOMMENDATIONS: Improve the graphics and animation.