



ABSTRACT

The purpose of this research is to develop a strategy RPG mobile game entitled “To the Rescue” for Android environment. It is a single player that will explore the user’s strategic skills, logical thinking and decision making. The goal of the game is to defeat all the enemies and save the princess. There are two types of mode in the game: the story mode and survival mode. The story mode will depend on the decision of the user in order to achieve the goal. The survival mode is a challenge mode that will test user’s strategies on how to survive from endless waves of enemies. User can gain new character, upgrades skills and ability and view the high scores in the game.

The proponents used different software such as Android Software Development Kit, Android Developer Tools, and Eclipse to develop the game using Java programming language. The design such as characters, main menu and battlefield was created in Adobe Photoshop. The proponents used different reference such as tutorials, articles and websites. In order to test and improve the game, they conducted a survey to 50 gamers and 50 non-gamers with a total of 100 respondents.