De La Salle University-Dasmariñas
College of Science and Computer Studies
COMPUTER STUDIES DEPARTMENT
Dasmariñas, Cavite

Defender of the Sea

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

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BACHELOR OF SCIENCE IN COMPUTER SCIENCE

by

Ferareza, Brian Kevin V.
Gabog, Ena Abegail B.
Melgo, Lorah Jane P.

Ms. Marnelli B. Erquita
Adviser

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ABSTRACT

The "Defender of the Sea" is a 2D side scrolling game with 3D characters, single game, and educational-adventure game created in Microsoft XNA framework. The objects and models used were made through the modelling software, Autodesk 3DS Max 2014. The proponents used C# script for the behaviour of the objects. Using script on the game engine was made possible by "Text Packer".

The game can be played in standalone Windows computers but requires a kinect device. It is composed of six (6) continuous levels with five (5) stages. The goal of the "Defender of the Sea" is to design and develop a personal computer game that will provide an awakening for those people who disregard the environment, especially the bodies of water. Nevertheless, this game is intended to be enjoyable while leaving an impact about environmental awareness for children through the nature of the program. The "Defender of the Sea" is all about the life of six fishes who accept the mission of their King in saving the bodies of water by cleaning them.