



De La Salle University - Dasmariñas

Elemental Conquest :  
A Turn-Based Strategy Game  
For Android O.S

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## ABSTRACT

ELEMENTAL CONQUEST is a Turn-based Strategy Card Game for devices running the Android operating system versions 4.1.2 Jellybean up to the latest version. It is a strategy game where the user plays with AI opponents using different kinds of cards. Each player has 3 cards to play, and needs to defeat his opponent's in order to win the match.

The user would go through 6 stages per difficulty, totaling of 18 stages for the whole game (Easy = 6 + Medium = 6 + Hard = 6) = 18. The game, as stated is a turn-based game meaning players take turns to move their pieces (in this case, the cards). Each card has their own set of values which make them unique from other cards, providing more possibilities to either win or lose a match.

The main program of "ELEMENTAL CONQUEST" was developed using the Android Development Tool (ADT Bundle), graphics were made using Adobe PhotoshopCS6 and sounds were made using Sound Forge, JQuery was used for the animation of Elemental Conquest.



## TABLE OF CONTENTS

Title Page

Abstract

Table of Contents

Acknowledgment

List of Figures

### 1.0 INTRODUCTION

1.1 Project Context	1
1.2 Purpose and Description	2
1.3 Objectives of the Study	2
1.3.1 General Objectives	2
1.3.2 Specific Objectives	3
1.4 Scope and Limitations of the Study	4

### 2.0 Review of Related Literature

2.1 Castle Invasion	6
2.2 Bright Future Ahead of Philippine Game Development	7
2.3 To The Rescue	7
2.4 Order & Chaos Duel	8
2.5 Duel of Fate	9



2.6 Cabals Trading Card Game	10
2.7 Worms 2 Armageddon	10
2.8 Hearthstone Heroes of War	11

### **3.0 Theoretical Framework**

3.1 Research Paradigm	12
3.1.1 Storyboarding	12
3.2 Concept of the Study	15
3.2.1 Input-Process-Output Model (IPO)	15
3.2.2 Software Development Process Model	16
3.3 Conceptual Process	22
3.3.1 Hierarchical Chart	22
3.4 Conceptual Operation	23
3.4.1 System Functions	23
3.4.2 Software and Hardware Requirements	25
3.4.2.1 Software Requirements	25
3.4.2.2 Hardware Requirements	25

### **4.0 Development of the Project**

4.1 Project Development	26
4.1.1 Screenshots	26
4.2 Development Planning	30



4.2.1 Software used for development	31
4.2.2 Analysis requirements	32
4.2.3 Languages used	33
4.3 Evaluation of the Project	33
4.3.1 Respondents of the Study	33
4.3.2 Research Instruments and Techniques	34
4.3.3 Data Gathering Procedure	34
4.3.4 Statistical Treatment of Data	34
<b>5.0 Results and Discussion</b>	
5.1 Instruments Used to Obtain Results	35
5.2 Results and Detailed Discussion Obtained in the Final Evaluation	36
5.3 Basis of Data	37
5.4 Data Charts	37
5.5 Acceptability of the Study	38
5.6 Interpretations of Data Based from the Objectives of the Study	38
<b>6.0 Conclusions and Recommendations</b>	
6.1 Conclusions	41
6.2 Recommendations	42
<b>Appendices</b>	44



## List of Figures

Figure Number	Title	Page Number
3.1.1.1	Splash	9
3.1.1.2	Main Menu	9
3.1.1.3	New Game	10
3.1.1.4	Options	10
3.1.1.5	Credits	10
3.1.1.6	Load Game	10
3.3.1.1	IPO Model	11
3.3.2.1	V Model	12
3.4.1.1	HIPO Chart 1 of 2	16
3.4.1.2	HIPO Chart 2 of 2	17
4.1.1.1	Splash Screen	19
4.1.1.2	Main Menu	20
4.1.1.3	Creating a New Game Profile	21
4.1.1.4	Difficulty Setting	22
4.1.1.5	Selecting Cards from the Deck	23
4.1.1.6	Duel Proper	24
4.3.4.1	Evaluation Overall Results Table	29
5.1.1	Evaluation Rating	31
5.4.1	Age Differences of Respondents Pie Graph	32
5.4.2	Overall Evaluation Results Pie Graph	33