



De La Salle University-Dasmariñas

A Game Development for Android Phone Environment

“HITMAN 101”

An Undergraduate Special Problem

Presented to

The Faculty of Computer Studies Department

College of Science

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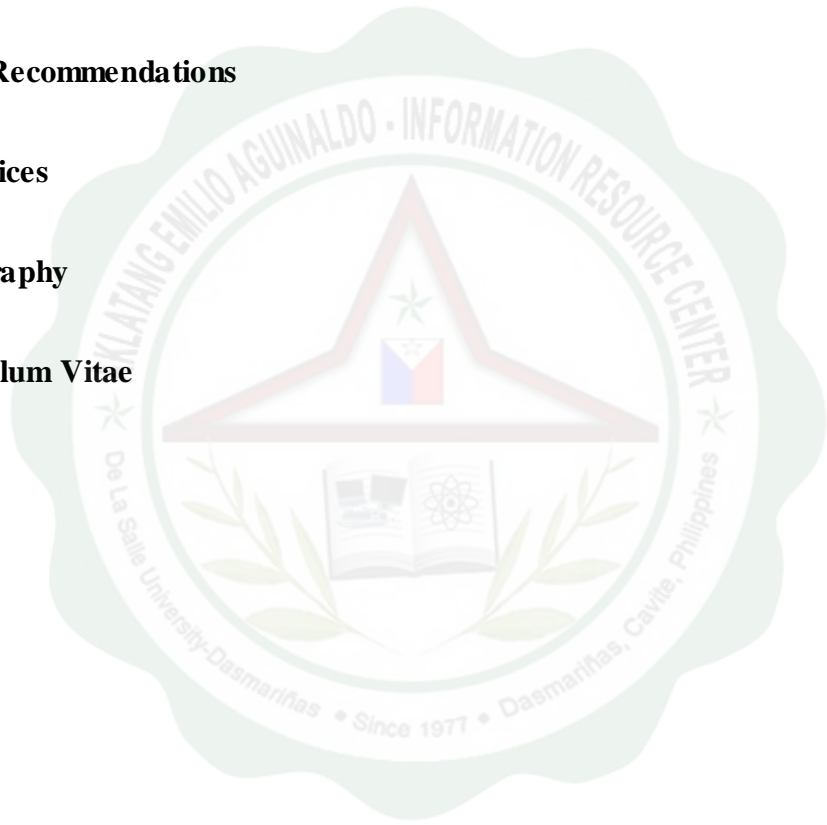
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Abstract

HITMAN 101 is an action-shooter, sniping game developed for Android environment. The objective of the proponents is to develop an action-shooter game for Android devices. The proponents believe that game development can also be done without a proper training in school or any educational system. Game development can be self-studied and develop one's self motivation for pursuing his/her interest in this field. The game is about a hired killer who is one of the members of a well-known killers called the Aces who later on fell in love for his target. Considering the time allotted for the development of the game, the proponents have decided that the concept of the graphics for the game would be stickman and basic animation.

In order to test and evaluate the game, the proponents consulted the students and the faculty members of the Computer Studies Department. The deployed game was seen, played, and evaluated by the respondents using the questionnaire made by the proponents. Questions, comments, and suggestions were entertained during the evaluation process. The gathered data from the respondents were then analyzed, computed, and tabulated by the proponents. All of the data played significant role in the development of HITMAN 101. The collated data served as the stepping stone for move improvements that can still be made in the game and at the same time, it also served as the feedback from the users.

Flash Professional was used by the proponents for the animation and the coding of the game itself. It served as the major platform of the whole development process.