



De La Salle University – Dasmariñas

**DEVELOPMENT OF AN EDUTAINMENT GAME:
TIME CHASE**

**An Undergraduate Research Proposal Presented to
The Computer Studies Department College of Science
De La Salle University-Dasmariñas**

**In Partial Fulfilment of the Requirements for the
Degree of Bachelor of Science in
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ABSTRACT

The Development of an Edutainment Game: Time Chase is developed to provide a learning tool equipped with entertainment for students in the 1st Tertiary level.

The Development of an Edutainment Game: Time Chase will allow students in the 1st Tertiary level to experience learning while having fun. The game is built to acquire the interest of users by providing a game type almost similar to a visual novel game.

Visual novel games are like a *Manga* (also known as comics) but it provides the users the ability to decide on the story's flow. The game created by the proponents gives the users a purpose or goal on how to finish the game.

The game is composed of 6 subjects namely: English, Science, Religion, Food, Sports and Arts. These subjects are mostly tackled not only in the 1st Tertiary level, but also on the Secondary level which gives the users a background and knowledge about the said topics.

A story was created by the proponents to give purpose and tone to the game. The goal of the game is to defeat and collect all the crystals of all club members which are assigned with different unique subjects. The battles in the game are made to be like a quiz type game composing of three quiz type: Multiple Choice, Puzzle, and Matching Type.

The proponents provided a data storage function for saving and loading files in the game. The game provides a chance for users to create more than one profile in



the game. Users would be able to save their accomplishments in the game and load their previous game every time they stopped playing. This function would allow users to play and continue their game in any time they want to.

The game aims to provide a visual tool of learning mixed with entertainment, which do not only provide entertainment to its users, but also to refresh the minds of the students in playing this game. The development of the game is an advantage for 1st year Tertiary students because it does not only focus on one subject but in Culinary Arts, Religion, Science, Arts, Sports and English.

