



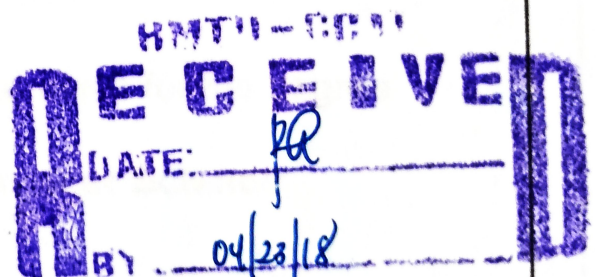
THE ADVENTURE OF JUAN: THE SALAMANDER

A Thesis
Presented to the Faculty of the
College of Communication and Information Technology
Ramon Magsaysay Technological University
Iba, Zambales

In Partial Fulfillment
of the Requirements for the Degree
Bachelor of Science in Computer Science

by

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EDNALYN APINO
CARLO CAMBA**



CERTIFICATION

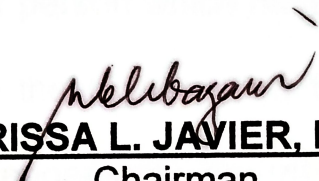
This thesis entitled **"THE ADVENTURE OF JUAN: THE SALAMANDER"**, prepared and submitted by **Ray Jan Hilario, Ednalyn Apino and Carlo Camba** in partial fulfillment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.



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ABSTRACT

The Adventure of Juan: The Salamander was developed to contribute computer game industry. The game offers story of adventures of a salamander as it brings knowledge and lecture to the user. The game application made used of the side-scrolling game concept in order to build the game. There were a salamander walking and jumping upon reaching the end of the game levels. Also shooting battle was plotted to challenge the user and has made with a pleasing graphics to entertain the gamers.

The researchers used the descriptive research and agile methodology in conceptualizing the development life cycle of the study. The population of the respondents was the three (3) game developers and one hundred five (105) student gamers from different colleges in the Ramon Magsaysay Technological University. The researchers made used questionnaire as main research instrument as well as the used of books, internet and some series of interviews. The data gathered were treated and interpreted with the used of weighted mean and likert scale in which sought to answer the level of satisfaction and acceptability of the study.

The perception of game developers and game users on The Adventure of Juan: The Salamander was satisfied in terms of the level of satisfaction.

The Adventure of Juan: The Salamander was highly acceptable in terms of the level of acceptability in the perception of game developers and moderately acceptable in the perception of game users.



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For future enhancement of the study, the researchers recommended that

The Adventure of Juan: The Salamander may be played online with the use of mobile phones or tablets and may have additional game levels.

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