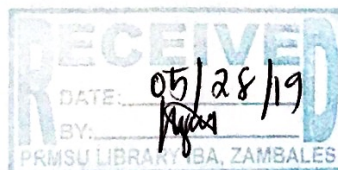


**FARMWALL: BUILD AND PROTECT YOUR FARM**

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

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



by

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May, 2019



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION


This thesis entitled **"FarmWall: Build and Protect your Farm"**, prepared and submitted by **Joseph Andrew B. Morcilla, Joanna Jane G. Jocson and Ernesto F. Gabriel II** 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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Adviser

APPROVAL SHEET

Approved by the PANEL OF EXAMINERS on Oral Examination on May \_\_, 2019 with a grade of \_\_\_\_\_.

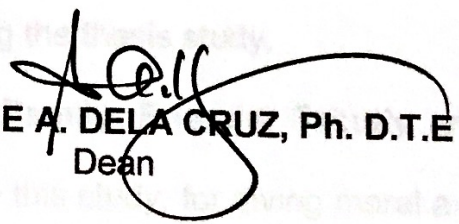
  
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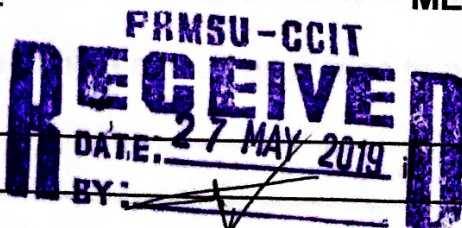
  
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Accepted as partial fulfillment of the requirements for the degree

**Bachelor of Science in Computer Science**

  
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## COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

### ABSTRACT

The FARMWALL: Build and Protect your Farm is a 2D tap game, wherein the gamer will just tap the screen to play the game. The application have storyline of planting crops in each levels. These crops need to be build and protected from pest to produce coins. The challenge of killing the pest via tap will gain water points to sustain water of the crops yet pointing system may vary based on the size of the insects. Also the application is a fast game, it has a minimal time for cool-down if water points is empty. Instructions and educational trivia is added in the game application.

A descriptive research design is used in the development of FarmWall The researchers also used Agile Methodology to further illustrate the concept of the study. The respondents of the FarmWall are the Instructors and student in Agriculture Department of PRMSU-Botolan Campus. The total enumeration was used to determine the number of respondents using frequency and percentage distribution of respondents in surveying the level of the software quality and level of acceptability of the proposed application. Weighted Mean and Likert Scale was also used in this study.

There were six total number of instructors and forty four total number of students respondents. The FarmWall Game Application was Very Good in terms of software quality based on the evaluation of the respondents. The application level of acceptability rated as Highly Acceptable in the evaluation of Instructors and Acceptable in the evaluation of students.