



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

**THE LOST PRINCE OF ALBANIA**

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

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

By



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COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION

This thesis entitled "THE LOST PRINCE OF ALBANIA" prepared and submitted by **Mica Roselle E. Ebal, Jael May C. Hermoso, and Rose Ann O. Tabile** 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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APPROVAL SHEET

Approved by the PANEL OF EXAMINERS on Oral Examination on March 20, 2018 with a grade of 1.50.

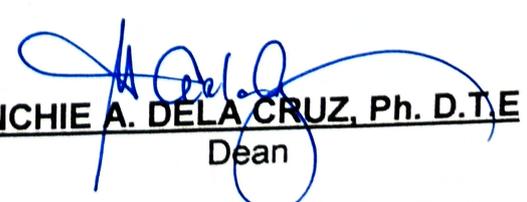
  
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Accepted as partial fulfillment of the requirements for the degree of  
**BACHELOR OF SCIENCE IN COMPUTER SCIENCE.**

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### ABSTRACT

The aimed of this study is to develop and design a 3D computer game entitled The Lost Prince of Albania and determines its level of satisfaction and acceptability. Specifically, the study sought to find answer to the following question of determining the IT-Experts and User-Respondents perception on the level of satisfaction in terms of interactivity, game concept, aesthetic, portability, and entertainment. It is aimed to determine the IT-Experts and User-Respondents perception on the level of acceptability in terms of performance, speed, and user friendliness. The researchers used the descriptive research with the survey of questionnaire as the principal instrument for data gathering. Questionnaire is a set of predetermined questions for all respondents that serves as the primary research instrument in survey. There were one hundred six (106) respondents who evaluated the game of "The Lost prince of Albania". The respondents of the game are the Faculty members and Computer Science students (1<sup>st</sup> to 3<sup>rd</sup> year) of the College of Communication and Information and Technology. The Faculty members of CCIT were labeled as IT-Expert and CS students were User-Respondent. The researchers used the representative sampling. This type of sampling picks out respondents who are available at the time the questionnaire is distributed so as to gather data immediately. A letter of approval from their thesis adviser and dean was secured for the distribution of the questionnaire. The questionnaire was distributed to the respondents personally and explained how their response would give importance in completing the study to have the expected output. The gathered



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data was tallied, tabulated, presented, analyzed and interpreted based on the information needed to answer the stipulated problems in Chapter 1.

The researcher concluded the Level of Satisfaction on "The Lost Prince of Albania": In terms of Interactivity, the computed weighted mean of the IT-Expert was interpreted Satisfied and User-Respondent was interpreted as Very Satisfied, the computed weighted mean of the IT-Expert was interpreted Satisfied and User-Respondent was interpreted as Very Satisfied, in terms of Aesthetic, the computed weighted mean of the IT-Expert was and User-Respondent was and both interpreted as Very Satisfied, in terms of Portability, the computed weighted mean of the IT-Expert was and User-Respondent was and both interpreted as Satisfied, and in terms of Entertainment, the computed weighted mean of the IT-Expert was and interpreted as Very Satisfied and User-Respondent was and interpreted as Satisfied. The Level of Acceptability of "The Lost Prince of Albania: In terms of Performance, the computed weighted mean of the IT-Expert was interpreted as Highly Acceptable and User-Respondent was interpreted as Acceptable, in terms of Speed, the computed weighted mean of the IT-Expert was interpreted as Highly Acceptable and User-Respondent was interpreted as Acceptable, and in terms of User-Friendliness, the computed weighted mean of the IT-Expert was and User-Respondent was and both interpreted as Highly Acceptable.

In view of the findings and conclusion, the researchers offer the following recommendation: The Lost Prince of Albania must be uploaded to a website of PC Game to download by the other users. The Lost Prince of Albania must also be



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installed to iOS operating system to enhance its portability features. Continuous research and development must be done to widen the scope and features of the game.