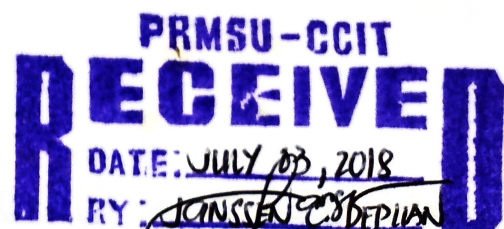# BUILD THE TOWN 3D

A Thesis
Presented to the Faculty of the
College of Communication and Information 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

DOMALYN C. TASARRA
MARY ANN E. ADALLA
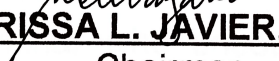**LANIE P. MIRADOR**

April 2018

CERTIFICATION

This thesis entitled "**BUILD THE TOWN 3D**", prepared and submitted by **Domalyn C. Tasarra, Mary Ann E. Adalla** and **Lanie P. Mirador** in partial fulfillment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.

GEOFFREY S. SEPILLO, Ed. D.
Adviser

APPROVAL SHEET

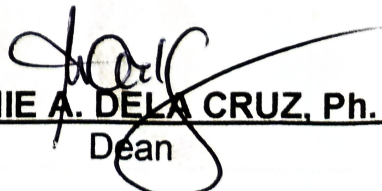Approved by the PANEL OF EXAMINERS on Oral Examination on March 20, 2018 with a grade of 2.50.

NERISSA L. JAVIER, MSCS
Chairman

DANIEL A. BACHILLAR
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Member

Accepted as partial fulfillment of the requirements for the degree
Bachelor of Science in Computer Science

MENCHIE A. DELA CRUZ, Ph. D.T.E
Dean

Date

ABSTRACT

The researchers has been challenge to be in line with the trends of other country and pursue to develop the Build The Town 3D game that will add to the game collection of the Philippines specifically uplifting pride to the Ramon Magsaysay Technological University. The game is offline that does not requires internet connection. The game challenge users to play in an enjoyable way and encourage them to learn and improve. Game has a relaxing background music and lessen the boredom of the player.

The Build the Town 3D input consists of the development and designing of the game as to its requirements with relate to the level of acceptability and satisfaction. The process consider the proceedings of the development of the game with the help of methodologies, use-case diagram, questionnaires and different statistical tool to compute the gathered data for evaluation. The output was developed and evaluated game application.

The Build the Town 3D level of satisfaction was satisfactory in availability of audio setting, provision of game objectives, readable texts and images, installation, and the game was exciting while needing improvement in the quick response to the command of the gamer, provision of game rules, appropriateness of animation, adaptive capability, and fun play.

The Build the Town 3D level of acceptability was moderately acceptable in performing expected function, one click access menus, and effort required to

learning while needing improvement in the preciseness of execution, response time and ease of understanding.