

**Escape The Temple**

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**Ariño, Dave Joshua**  
**Estipular, Carl Jerson**  
**Pinlac, Samuele Harrison**  
**Elgincolin, Lexus**  
**Bontilao, Paulo**

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**A Capstone Project**

**In partial Fulfillment of the Requirements**  
**for the degree of Bachelor of Science in Information Technology**  
**College of Communication and Information Technology**  
**President Ramon Magsaysay State University**  
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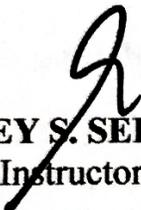
Republic of the Philippines  
**President Ramon Magsaysay State University**  
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**College of Communication and Information Technology**

**APPROVAL SHEET**

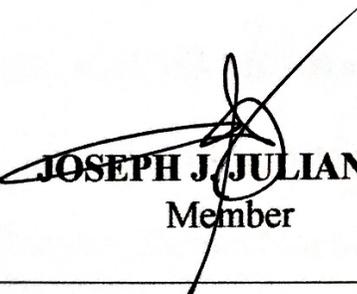
This capstone project entitled **“Escape the Temple”** prepared and submitted by **Dave Joshua M. Ariño, Carl Jerson Estipular, Lexus Elgincolin, Samuele Harrison Pinlac and Paulo Bontilao** in partial fulfilment of the requirements for the degree of **Bachelor of Science in Information Technology** are hereby recommended for oral examination.

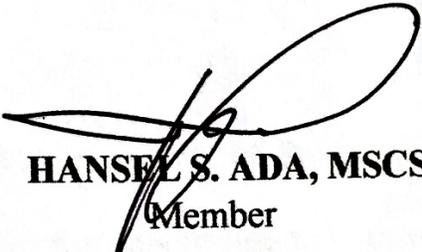
  
**GEOFFREY S. SEPILLO, Ed.D.**  
Instructor

  
**JASON S. ARTATES, MSCS**  
Adviser

Approved by the Panel of the Oral Examiners on December 5, 2023 with a grade of \_\_\_\_\_.

  
**MELOJEAN C. MARAVE, MSIT**  
Chairperson

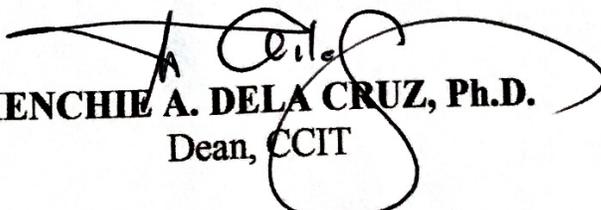
  
**JOSEPH J. JULIANO, MSCS**  
Member

  
**HANSEL S. ADA, MSCS**  
Member

Accepted and approved in partial fulfilment of the requirements for the degree of **Bachelor of Science in Information Technology**.

**12 AUG 2024**

Date Signed

  
**MENCHIE A. DELA CRUZ, Ph.D.**  
Dean, CCIT

### EXECUTIVE SUMMARY

The main concept of the game is that the player controls a character and guide him through a series of platforms which can be grounded or elevated depending on the level design. In the game, the player controls Robbie, a common thief, who's trapped inside a temple and need to find a way out. The gameplay players are challenged into a level with a bunch of traps to avoid, which is distinguished by inventive level design meant to deceive them into losing right away and attempt to reach the end of each level, players are required to get the golden orbs to advance into the next level. Player with a focus on critical thinking, reaction time, mind mapping and precision, players navigate through perilous levels, evading traps and obstacles like spikes and swinging axes. The objective is to find colored portals and acquire golden orbs, while solving level secrets and employing strategic problem-solving.

The questionnaires were composed of a set of questions and IT Experts and students from PRMSU answered the questionnaires. The data that was collected in this study was subjected to statistical treatments: Random Sampling and Weighted Mean. Likert Scale is the rating system used in the questionnaire which is designed to measure the participant's evaluation. Participants choose from the range of numbers that best describe the answer to the given question or statement. The data were coded, tallied, and tabulated for better presentation.

In conclusion to the evidence gathered, it shows that the highest mean from IT Experts is aesthetics with a rating of "Very Satisfied, and the lowest mean is entertainment with a rating of "Very Satisfied", whereas the highest mean from students is interactivity with a rating of "Very Satisfied", and the lowest mean is portability, also with a rating of



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“Very Satisfied”. Based on the results, the researchers recommend adding new content and enhanced functionality and user experience of the game.

The researchers recommended improving Escape the Temple by having system maintenance and updates continuously to enhance the game with new content and improved functionality based on feedback. Also, adding additional levels, providing additional tutorials to assist beginners, and implementing further improvements to the game’s design and architecture as needed to enhance the gaming experience.

In conclusion, Escape the Temple has successfully worked diligently to ensure a high-quality experience for players, receiving positive feedback from both IT experts and students. While students expressed higher levels of satisfaction and acceptability, both groups saw the game as a valuable, entertaining game that could be played anywhere without requiring an internet connection. By addressing the identified areas for improvement, Escape the Temple can increase its worth and accessibility, making it an even more effective and entertaining game.