



**COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY**

**LUNA**

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**Bautista, Patrick**  
**Ecalnir, Edward Marc**  
**Magtibay, Kurl Andrew**  
**Sion, Carl Alexis**

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Iba, Zambales  
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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**  
**Iba, Zambales**

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**November 2023**



**COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY**



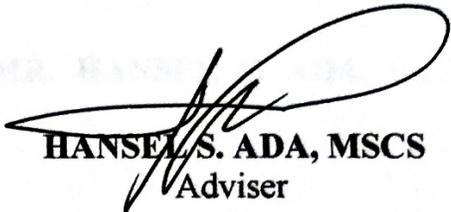
Republic of the Philippines  
**President Ramon Magsaysay State University**  
Iba, Zambales

**College of Communication and Information Technology**

**APPROVAL SHEET**

This capstone project entitled "LUNA" prepared and submitted by **Patrick F. Bautista, Edward Marc B. Ecalnir, Kurl Andrew L. Magtibay and Carl Alexis L. Sion** 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

  
**HANSEL S. ADA, MSCS**  
Adviser

Approved by the Panel of the Oral Examiners on November 28, 2023 with a grade of \_\_\_\_\_.

  
**DARYL JOHN C. RAGADIO, MSCS**  
Chairperson

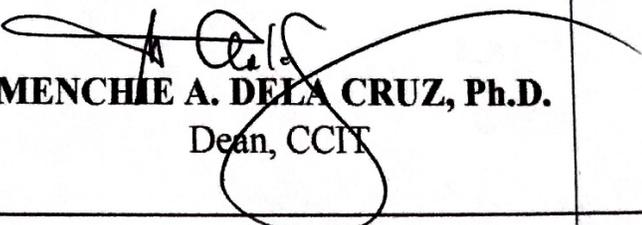
  
**DARWIN M. MORAÑA**  
Member

  
**JASON S. ARTATES, MSCS**  
Member

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

**27 JUN 2024**

Date Signed

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

## EXECUTIVE SUMMARY

LUNA, a desktop based 2D platformer action game, an offline single player game that provides an immersive experience with captivating gameplay and dynamic design. Set in a visually stunning planets spanning Venus, Earth, and Mars, player controls Luna through levels featuring obstacles, enemies, puzzles, and planet-specific scriptures providing a refreshment and brief discussion about that planet. The game blends precision platforming, strategic thinking, fighting, and exploration for an enjoyable and challenging adventure.

Descriptive research and agile methodology were employed to conceptualize the study's development life cycle. A small simple randomly selected sample of President Ramon Magsaysay State University students in Iba, Zambales, served as the population respondents.

In addition to books, the internet, and interviews, the researchers used questionnaires to assess players' level of satisfaction and acceptability. Data were interpreted using a Likert scale and weighted mean. Respondents expressed very satisfied with a grand mean of 3.41 and highly acceptable with a grand mean of 3.73, with variations in assessments of interactivity, game concept, aesthetics, portability, and entertainment. Significant differences were noted in performance, speed, and user-friendliness.

To enhance the study, the researchers recommend making LUNA available for mobile devices and incorporating more game levels and exciting features for enjoyable learning and gaming experience.