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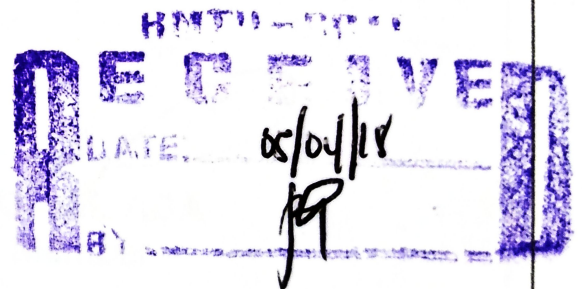
2D GAME: ESCAPE TO SIN WORLD

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

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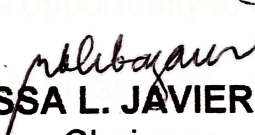
CERTIFICATION

This thesis entitled "2D Game: Escape to Sin World", prepared and submitted by Ramil E. Ebelte, Rudan R. Pintac, Rodel E. Cuevo in partial fulfillment of the requirements for the degree **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.


FIEL M. DULLAS JR.
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APPROVAL

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


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Chairman



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Acceptable in partial fulfillment of the requirements for the degree **Bachelor of Science in Computer Science**.

5/4/2018

Date


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

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ABSTRACT

The 2D Game: Escape to Sin World was developed to contribute to computer game industry and to serve as an eye opener for the youth. The researchers used a 2d sides scrolling game concept to build the game. The main character of the game was a guy who wants to leave his vices behind and wants to change for the better. The aim of this study is to developed and designed a 2D computer game entitled Escape to Sin World and determine its level of satisfaction and acceptability. Specifically, the study sought to find answer to the following question of determining the junior high school student, senior high school student, and college student perception on the level of satisfaction in terms of interactivity, game concept, aesthetic, portability entertainment and also aimed to determine the level of acceptability in terms of performance, speed and user-friendliness.

Research design used in this study was descriptive method to completely show the nature of the procedure use and problems in the system of operation. The main goal of this type of research is to describe the data and the characteristics about what is being studied. The data behind this type of research is to study the frequencies, average, and other statistical calculations. Although this research is highly accurate, it does not matter the causes behind the situation. Descriptive research is mainly done when researcher wants to gain better understanding of the topic.

Descriptive research describes what is it involves the description, recording, analysis of phenomena. The focus is on prevailing conditions, or how a person,



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group or thing behaves or functions in the present. It often involves some type of comparison or contrast (Manuel and Medel, 1976).

The process of descriptive research goes beyond mere gathering and tabulation of data. It involves the elements or interpretation of the meaning or significance what is described. Thus description is often combined with comparison and contrast involving measurements, classifications, interpretation and evaluation (Sanchez, 1980).

The respondents of a game 2D Game: Escape to Sin World are the College Student, Senior and Junior High School Students of the Ramon Magsaysay Technological University at Iba, Zambales. There are seventy-five respondents were asked to evaluate the game. The Quota sampling technique was employed by the researchers in the research undertaking. Quota sampling is a non-probability sampling technique wherein the assembled sample has the same proportion of individuals as the entire population with respect to known characteristics, traits or focused phenomenon.

Questionnaire was drafted and corrected by the researchers. The questionnaire was refined by the thesis adviser such as omitting irrelevant questions and change words that would be deemed difficult to the respondents. Suggestion and recommendations was given by the adviser to enhance the questionnaire and adopted by the researchers. After these validation, reproduction of copies of questionnaire was made for the distribution to their respondents.



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Frequency, percentage distribution was employed to determine the frequency counts and percentage distribution of personal related variables of the respondents. The mean was employed to determine the average of the perceptions of the respondents on the level effectiveness and level acceptability.

There were a total of seventy-five respondents of the 2D Game: Escape to Sin World. The perception of the Junior High School Students, and Senior High School Student was very satisfied while College Students perception was satisfied on the 2D Game: Escape to Sin world in terms of the level of satisfaction. The 2D Game: Escape to Sin World was highly acceptable in the perception of Junior High School Students and Senior High School Students while College Students perception was moderately acceptable in termws of the level of acceptability.

For future enhancement of the study, the researcher recommended that the Escape to Sin World must have a multiplayer feature must also be installed to Android operating system to enhance its portability features. Continuous research and development must be done to widen the scope and features of the game. The Escape to Sin World must be played online. The game must also have shop for character/s customization. The game must be expanded the environment based on its content.