

**Don Honorio Ventura State University**

Villa de Bacolor, Pampanga



Capstone Project 1 / Thesis Writing 1

CAP 323 / CSTW1 323

Activity # 2

**Activity:** RESEARCH TITLE PRESENTATION

**Instructions:** Prepare at least 3 title proposals for your Capstone Project/Thesis Writing. The succeeding pages contains the page template for each research section. At the end of this activity, each research group must have an approved research title.

Each topic proposal should have the following content:

1. Cover Page
2. Introduction
3. Statement of the Problem
4. Objectives of the Study
5. Scope and Delimitations
6. Target Respondents and Locale
7. Significance of the Study



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**LUNAS**

By:

Basilio, Crisanto, S.

Malveda, Limwell Jake P.

Pineda, Raymund Paolo I.

Ramirez, John Russel B.

Sanchez, Seinthe R.

Santos, Francis Ford L.

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# Introduction

Philippines is rich in culture, which is reflected by how Filipinos embed such into their daily lives. Most of these surpass the test of time and kept intact by most Filipinos like the use of *po* and *opo* when speaking with respect to others. Some however, were altered and modernized over time. Filipino folklore is a culture that society modernized.

While most of the original Filipino traditional games and mythological creatures were forgotten, some stood above the others, being known to people of this modern era. With the recent surge in popularity for Filipino mythological creatures made possible by an animated film, the awareness for some of the forgotten creatures rose and the desire to know more is expected to increase as well.

LUNAS is a combination of both two-dimensional and three-dimensional adventure game that immerses players in interactive storytelling and exploration of its diverse world. The majority of the gameplay is made up of puzzle solving and conceptual challenges in a form traditional Filipino game. It tells the account of a researcher who is to immersed on their research and doesn't believe on mythical creatures and doesn't know any traditional games, starting to lose hope that their research come to fruition stumble upon a map that shows an island that doesn’t appear on other maps and meeting another researcher named Lakus that will persuade him to go that island saying that they don’t have anything to lose for trying, with this motive the researcher with Lakus started sailing to the unknown island in hope of finding the cure the one only "LUNAS" for the unknown disease, little they know that they going to face many challenge there. As the story progress the player will receive different amulets and blessings that will help them on their expedition, and meeting different mythical creature that might hinder or help you on your adventure and interaction with the natives on that island that will teach you many things.

# Statement of the Problem

**General Problem:**

The Philippines was once a divided collection of nations, islands, and tribes, each with its own monarchs, chieftains, lakans, rajahs, datus, and sultans. This, however, did not last long, as the invaders' incursion was successful. The oppressor saw the "natives" as inferiors during over 350 years of colonialism, and this attitude of inferiority persists long after these states have become dependent on them. Since then, the Philippines has been on a search to discover its own identity.

Following that, most Filipinos develop a colonial mentality in which their desire for the “western” takes precedence over the Philippines' own. Consequently, Filipinos began to lose contact with their deeply rooted culture. Thus, people neglect the rich heritage of its numerous ethnic groups and, in the process, disregards traditional Filipino games and mythological creatures.

**Specific Problem:**

1. Are all players into adventure/puzzle type of game?
2. How would the developer achieve good-feeling interactive game?
3. Do they know most of indigenous games of the Philippines and its mythical creatures?

# Objectives of the Study

**General Objective:**

This project aims to infuse to our audience how deeply rooted Philippines’ culture is by presenting its traditional games and its mythological creature, as well as making it known to the general public.

**Specific Objective:**

1. To provide information and symbolisms to the mythical creatures and indigenous Filipino game.
2. To instill in people the notion that the game about Traditional Games and Mythical Creatures of Philippines is entertaining and immersive.
3. To provide a 3D game with high quality mechanics with a captivating plot.

# Scope and Delimitations

This game may be accessed on mobile and tablet devices with or without internet connectivity to give a real free-to-play experience while still displaying an immersive game style and gameplay. Despite the fact that it is free to play, just a few people have access to the game to ensure that it is playable until it is officially released to everyone.

# Target Respondents and Locale

Respondents will initially be chosen from of general public of Philippines, being the study is a game. They will at least need to have a smartphone/tablet running Android to be able to play the game. A desktop or laptop running Windows or any Linux Operating System (a Linux distribution with a display server) will provide a more optimal gaming experience.

# Significance of the Study

The majority of Filipinos nowadays hold traditional games and mythical creatures in low regard. The preference of majority to things that are “western” has been detrimental to our progression as a nation. The traditional Filipino games, which we all adore, were gradually slipping out on the minds of most Filipinos. Mythical creatures, which used to be the source of entertainment, were being neglected.

This project aims to create a better understanding on the intricacies of traditional games and mythical creatures of the Philippines. It also persuades Filipinos to promote Philippines’ own, furthermore, to make it known to general public that takes their media consumption in gaming while immersing themselves by having an interaction with the creatures and unique artifacts that long forgotten by most Filipinos.