

**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



**Don Honorio Ventura State University**

Villa de Bacolor, Pampanga



**LUNAS**

By:

Member 1 (Basilio, Crisanto, S.)

Member 2 (Malveda, Limwell Jake P.)

Member 3 (Pineda, Raymund Paolo I.)

Member 4 (Ramirez, John Russel B.)

Member 5 (Sanchez, Seinthe R.)

Member 6 (Santos, Francis Ford L.)

BS Computer Science-3A

Date of Presentation

# 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 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.

This project aims to relive the forgotten—and known—creatures through the medium of gaming. The rationale is that by immersing oneself to a virtual world filled with these creatures, the player would be able to meet and interact with them.

LUNAS is a game where the world has fallen into distress, and the only cure can be found in a long-lost fruit. The player is to encounter a variety of Filipino mythological creatures that will either help or keep them in seeking the fruit.

# Statement of the Problem

**General Problem:**

The researcher aims to make mythological creatures known and enjoyable to learn.

**Specific Problem:**

1. Are all players into adventure/mystery type of game?
2. How would the developer handle players feedback like bugs/error?
3. Do they know the creatures of Filipino mythical creatures?
4. Is the game worth playing?

# Objectives of the Study

**General Objective:**

This game aims people who are interested and wants to know more about mythical creatures in the Philippines.

**Specific Objective:**

1. To provide information and symbolisms of the mythical creatures
2. To be able to expand the idea people that it’s not just the idea of scaring
3. To provide breathtaking storyline and game mechanics.

# 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 Don Honorio Ventura State University’s 3rd year students. 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.

A minimum of 3 boys and 3 girls will be selected by volunteering, or by spinning a wheel of the names of the students of the chosen population.

# Significance of the Study

Modern Filipino mythical creatures such as Aswang and Tiktik among others are well known in the Philippines. Some older and less horrifying creatures such as Dumangan and Apolaki receive significantly less credit than the horrific creatures melded in modern Filipino culture.

This project aims to make these mythical creatures known to an audience that takes their media consumption in gaming while immersing themselves by having an interaction with the creatures long forgotten by most Filipinos.