



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

AMAZING GAME: SLING SHOOTER – THE LEGEND

A Thesis proposal

Presented to Thesis Committee and Faculty of
College of Communication and Information Technology

In Partial Fulfillment of

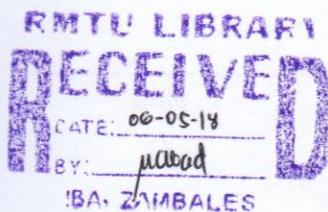
The requirements for the Degree of
Bachelor of Science in Computer Science

Presented by:

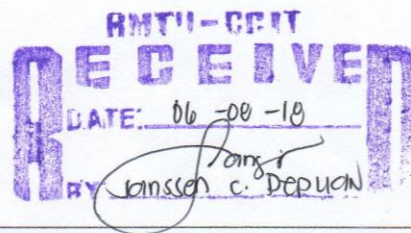
Paul John Dimasacupan

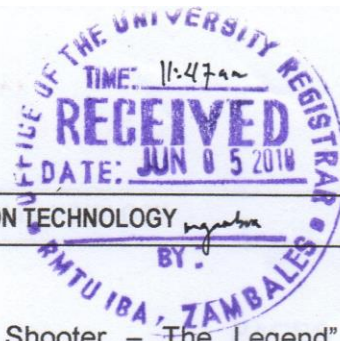
Catherine Angeles

Rhina Parochilin



April 2018





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CERTIFICATION

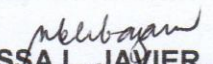
This thesis entitled "amazing Game: Sling Shooter – The Legend", prepared and submitted by **Rhina Parochilin, Catherine Angeles, Paul John Dimasacupan** in partial fulfilment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommendation for Oral Examination.

Thesis Committee


JOSEPH JULIANO
Adviser

APPROVAL

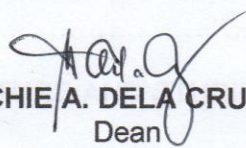
Approved by the **PANEL OF EXAMINERS** on Oral Examination on March 20 2018 with the grade of 2.25.


NERISSA L. JAVIER, MSCS
Chair, BSCS


HANSEL ADA
Member


DANIEL BACHILLAR
Member

Accepted in partial fulfilment of the requirements for the degree of **Bachelor of Science in Computer Science**.


MENCHIE A. DELA CRUZ, MSIT
Dean

Date



Abstract

The main objective of the study was to develop an Amazing Game: Sling Shooter – The Legend and determine its level of satisfaction and level of acceptability. Specially, the study sought to find answers to the following questions of the respondent's perception in terms of Interactivity, Game concept, Aesthetic, Portability and Entertainment. It is aimed to determine the perception of the respondents on the level of Acceptability in terms of Performance, Speed and User – Friendliness.

Findings revealed that the most of the respondents belonged to ages 13 and above. The respondents were asked to give the perception on the level of satisfaction of the game using the scale 5 – Very Satisfied, 4 – Satisfied, 3 – Unsure, 2 – Dissatisfied, and 1 – Very Dissatisfied. And on the level of Acceptability using the scale 5 – Highly Acceptable, 4 – moderately Acceptable, 3 – Acceptable, 2 – Slightly Acceptable, 1 – Not Acceptable.

In the college and stand by gamers, in terms of Interactivity, the design enables pleasing and satisfying interaction perceived as satisfied (S). Quick response to the command chosen by the gamer perceived as satisfied (S). In terms of Game Concept, provision of the game objectives perceived as very satisfied (VS). Provision of the storyline or plot perceived as satisfied (S). In terms of Aesthetic, Appropriateness and completeness of the design such as background colours, font, font colour and audio setting perceived as satisfied (S). Appropriateness of the animation perceived as satisfied (S). In terms of



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Portability, It can be installed or uninstalled easily perceived as very satisfied (VS). It can be play in different operating system and platforms perceived as satisfied (S). In the stand by gamers, Efficiency and effectively be adapted for different hardware and software requirements perceived as very satisfied (VS). In terms of Entertainment, Exciting game play perceived as satisfied (S). Challenging obstacle perceived as satisfied (S). In terms of Performance, Flow of the game play perceived as Moderately Acceptable (MA). The extent to which the game is expected to perform its intended function perceived as Moderately Acceptable (MA). In the stand by gamers, Preciseness of the execution perceived as Moderately Acceptable (MA). In terms of Speed, One click access tools or menus perceived as Moderately Acceptable (MA). In terms of User - Friendliness, Effort required to learning perceived as satisfied (S). Easy to learn and understand perceived as satisfied (S).

Based on the aforementioned findings, the researchers concluded that most of the respondents were in age bracket of 13 and above, college gamers and the stand by gamers.

Respondent's Perception on the level of Satisfaction of the Amazing Game: Sling Shooter – the Legend under the college gamers in terms of Interactivity, perceived as 4.18. Game Concept, perceived as 4.18. Aesthetic, perceived as 4.32. Portability, perceived as 4.32. Entertainment, perceived as 4.33. Under the stand by gamers in terms of Interactivity, perceived as 4.47.



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Game Concept, perceived as 4.37. Aesthetic, perceived as 4.59. Portability, perceived as 4.49. Entertainment, perceived as 4.43.

Respondent's Perception on the level of Acceptability of the Amazing Game: Sling Shooter – the Legend under the College Gamers in terms of Performance (4.05), Speed (4.03), and User- Friendliness (4.20). In the Stand by Gamers in terms of Performance (4.32), Speed (4.23), and User- Friendliness (4.15).

In view of findings and conclusions, the researchers drawn the following recommendation. First, the game is recommended to use by the ages of thirteen years old and above. Second, continuous study parallel this Android game to widen the scope and features of the application. Third, the proposed game must also be installed in IOS operating system. And last, the proposed game must be uploaded to Play Store Application to download by the other users.