



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

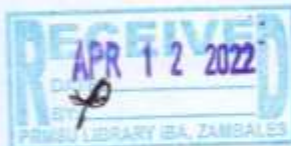
## **DON'T CATCH A VIRUS-2D ANDROID GAME**

A Thesis Project  
Presented to the Faculty of the  
College of Communication and Information Technology  
President Ramon Magsaysay State University  
Iba, Zambales

In Partial Fulfillment of the Requirements for the Degree  
Bachelor of Science in Computer Science

By:

MARK RYAN E. ACHACOSO  
DANIEL A. MANZANO III  
NICOSAN L. LAGUATAN  
CLYDE A. RAMIREZ




JULY 2021



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

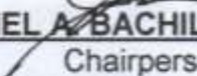
**CERTIFICATION**


This thesis entitled "Don't Catch a Virus-2D Android Game", prepared and submitted by **Mark Ryan E. Achacoso, Nicosan L. Laguatan, Daniel A. Manzano III, and Clyde A. Ramirez** in partial fulfilment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.


  
**MR. DARWIN M. MORÑA**  
Adviser

**APPROVAL SHEET**

Approved by the PANEL OF EXAMINERS on Oral Examination on July 14, 2021 with the grade of \_\_\_\_\_.

  
**DANIEL A. BACHILLAN, MSCS**  
Chairperson

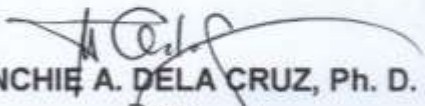
  
**WALTER G. LARA, MSCS**  
Member

  
**NERISSA L. JAVIER, MSCS**  
Member

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

Date



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





## ABSTRACT

2D games, as their name suggests, are titles with only two axes of motion. Typically, these are “flat” games where you can move left and right as well as up and down. Because they don’t have as many options for movement, 2d games are often simpler than their 3D counterparts. Many 2D games are linear, meaning that your primary objective is simply to get from the start to the end of the level.

Don’t Catch a Virus Android Game is a two-dimensional android game. The two-dimensional android game that the researchers created is to warn the users about Covid-19 and other viruses spread awareness through the use of this game. The game can be played by everyone during pandemic and they can learn a lot of moral lessons about reality through the game.

This study made use of the descriptive type of research. This was used to determine the evaluation of software quality and acceptability of the Don’t Catch a Virus-2D Android Game around Iba, Zambales. The researchers conclude the level of acceptability of the software design in terms of handling data and level of effectiveness of the project design. Respondents rated the product Excellent in ten system quality metrics including functional suitability, performance efficiency, usability, reliability, maintainability, and portability, functionality and ease of use.