



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION

The thesis entitled "BUILD THE TOWN 3D" prepared and submitted by  
Domalyn C. Tasarra, Mary Ann E. Adalla & Lanie P. Mirador in partial  
fulfillment of the requirements for the degree of Bachelor of Science in  
Computer Science, has been examined and recommended for Oral  
Examination.

**BUILD THE TOWN 3D**

A Thesis  
Presented to the Faculty of the  
College of Communication and Information Technology  
Ramon Magsaysay Technological University  
Main Campus, Iba, Zambales

Approved by the PANEL OF EXAMINERS on Oral Examination on March  
30, 2018 with a grade of 2.50

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

DANIEL A. DELA LLANA  
Member

by

HANSEL S. AGA  
Member

DOMALYN C. TASARRA  
MARY ANN E. ADALLA  
LANIE P. MIRADOR

April 2018

PRMSU-CCIT  
**RECEIVED**  
DATE: JULY 03, 2018  
BY: JENNIFER C. DEPIAN



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

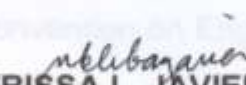
**CERTIFICATION**

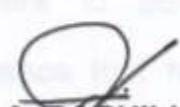
This thesis entitled "**BUILD THE TOWN 3D**", prepared and submitted by **Domalyn C. Tasarra, Mary Ann E. Adalla and Lanie P. Mirador** in partial fulfillment of the requirements for the degree of **Bachelor of Science in Computer Science**, has been examined and recommended for Oral Examination.

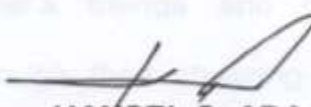
  
**GEOFFREY S. SEPILLO, Ed. D.**  
Adviser

**APPROVAL SHEET**


Approved by the PANEL OF EXAMINERS on Oral Examination on March 20, 2018 with a grade of 2.50.

  
**NERISSA L. JAVIER, MSCS**  
Chairman

  
**DANIEL A. BACHILLAR**  
Member

  
**HANSEL S. ADA**  
Member

Accepted as partial fulfillment of the requirements for the degree  
**Bachelor of Science in Computer Science**

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

\_\_\_\_\_  
Date





## COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

### ABSTRACT

The researchers has been challenge to be in line with the trends of other country and pursue to develop the Build The Town 3D game that will add to the game collection of the Philippines specifically uplifting pride to the Ramon Magsaysay Technological University. The game is offline that does not requires internet connection. The game challenge users to play in an enjoyable way and encourage them to learn and improve. Game has a relaxing background music and lessen the boredom of the player.

The Build the Town 3D input consists of the development and designing of the game as to its requirements with relate to the level of acceptability and satisfaction. The process consider the proceedings of the development of the game with the help of methodologies, use-case diagram, questionnaires and different statistical tool to compute the gathered data for evaluation. The output was developed and evaluated game application.

The Build the Town 3D level of satisfaction was satisfactory in availability of audio setting, provision of game objectives, readable texts and images, installation, and the game was exciting while needing improvement in the quick response to the command of the gamer, provision of game rules, appropriateness of animation, adaptive capability, and fun play.

The Build the Town 3D level of acceptability was moderately acceptable in performing expected function, one click access menus, and effort required to





## COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

### TABLE OF CONTENTS

learning while needing improvement in the preciseness of execution, response time and ease of understanding.

APPROVAL SHEET ..... ii

ACKNOWLEDGEMENT ..... iii

ABSTRACT ..... iv

TABLE OF CONTENTS ..... v

#### CHAPTER 1. THE PROBLEM AND ITS BACKGROUND

Introduction ..... 1

Background of the study ..... 2

Theoretical Framework ..... 3

Conceptual Framework ..... 4

Statement of the Problem ..... 5

Scope and Limitation ..... 6

Significance of the study ..... 7

Definition of terms ..... 7

#### CHAPTER 2. REVIEW OF RELATED LITERATURE AND STUDIES

Foreign Literature ..... 9

Local Literature ..... 16

Foreign Studies ..... 22

Local Studies ..... 26

#### CHAPTER 3. RESEARCH METHODOLOGY