

AMAZING STORY: A BIBLE FEATURED ANDROID GAME

Charwayne L. Cunanan Richard P. Bundang R – Jee M. Ebuenga

In Partial Fullfilment Of the Requirement for the Degree Bachelor of Science in Information Technology

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

BY photo 09-14-15

March 2015

i



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

CERTIFICATION

This thesis entitled "Amazing Story: A Bible Featured Android Game", repared and submitted by Richard P. Bundang, Charwayne L. Cunanan, t-jee M. Ebuenga in partial fulfillment of the requirements for the degree lachelor of Science in Information Technology, has been examined and ecommended for Oral Examination.

Thesis Committee

MENCHIE A. DELA CRUZ, MSIT

IELOJEAN C MARAVE, MSIT lember/BSInfotech Program Chair NERISSA B. LIBAN Member

GEOFFREY S. SEPILLO, MIT Chair/ Panel of Examiners

APPROVAL

Approved by the **PANEL OF EXAMINERS** on Oral Examination on March 14, 2015 with the grade of _____.

MELOJEAN MARAVE, MSIT Member/BSInfotech Program Chair NERISSA B. LIBAN Member

GEOFFREY S. SEPILLO, MIT
Chair/ Panel of Examiners

Accepted in partial fulfillment of the requirements for the degree Bachelor of Science in Information Technology.

MENCHIE A. DELA CRUZ, MSIT



COLLEGE OF COMMUNICATION AND INFORMATION TECHNOLOGY

ABSTRACT

itle:

Amazing Story: A Bible Featured Android Game

lesearchers:

RICHARD P. BUNDANG

CHARWAYNE L. CUNANAN

R-JEE M. EBUENGA

egree:

Bachelor of Science in Information Technology

nstitution:

Ramon Magsaysay Technological University

'ear:

2015

dviser

Ms. Menchie A. Dela Cruz, MSIT

he Problem

This research aimed to develop and design an Amazing Story: A Bibleeatured Android Game. Specifically, it sought to know the respondents profile
terms of (a) age; (b) gender; and (c) religion. It is aimed to determine the
erception of the respondents on the level of effectiveness in terms of: (a)
eccuracy; (b) functionality; (c) reliability; (d) speed of processingy and (e)
efficiency. It is aimed to determine the perception of the respondents on the level
of satisfaction in terms of: (a) aesthetic value; (b) interactive value; (c) learning
content; and (d) portability and (e) usability.