 

**COLLEGE OF INFORMATION TECHNOLOGY EDUCATION**

**STRANGER SHOOTING GAME:**

A Capstone

presented to the

College of Information Technology Education

PHINMA Saint Jude College

In Partial Fulfillment

of the Requirements for the Degree

of Bachelor of Science in Information Technology

by

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**CHAPTER 1**

**The Problem and Its Background**

**Introduction**

In this generation, many people are still playing an arcade. Because the Arcade game has been known to improve cognitive abilities when it comes to skills, with the help of our game and its uniqueness your capability to overcome any level of the stage will increase. Also, the theme and flow of this game will benefit IQ overcome this game.

Stranger things are the theme of the games, it is based on the movie, all the place, the character, the enemy, and also the story of it. The stranger things is a number 1 Netflix series in the past months because of the timeline of the story and all the artists. Stranger things are most famous in the Philippines because of the genre in the movie and also the CGI effect of the movie. All the people are waiting for season 5 the last season that they have. That's the reason why the programmer wants to create a game called Stranger Shooting Game it's inspired by the movie. The programmer is needed to combine the two, the Space Shooter and the Stranger Things to build the Stranger Shooting Game, which has the features just like the Space Shooter that is exactly in the arcade and also has the design just like Stranger Things. The programmer has to combine the two (50/50) in terms of design because the programmer wants to see the user and the design of the two. The programmer wants to help regarding the timing and advanced knowledge when you play the game. The game mechanics focus on increasing the timing and advanced knowledge of the user.

The Stranger Shooting Game has a design that is good in the user's eyes and also the design of the buttons, information, images, and the design of the characters. Stranger Shooting Game has 4 characters, and that user chooses whatever the user wants. The game mechanics of the game, the spaceship of the character has a speed of 5% that's the common movement of the character. The bullets coming from the spaceship have a speed of 20% which makes the enemies destroy and also the enemy has a speed of 5%. The twisted part of the enemies, on every level in the game the specific enemies have a speed of 25% for level 1, level 2 has a speed of 30%, level 3 has a speed of 35%, and lastly for level 4 has a speed of 40%. The programmer wants to test your advanced knowledge and timing for this game by using all the things that the game provided, when the user destroys the specific enemies that have a speed of almost 45%, the score is shown on the scoreboard in the game when the user reaches 30 or 50 scores in every level, it means the user has a capability in advanced knowledge and timing in life. This game is not only for enjoyment and also provides a lesson that can the user do in real life.

The Stranger Shooting Game is not only for one person or for adults, it is for everyone that has an interest in the arcade game. this game is a family game. That everyone can enjoy it, not only a specific person.

 

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**Statement of the Problem**

This study aims to design and develop a Stranger Shooter Game.

Specifically, it seeks to answer the following questions:

1. How does the game will work in this generation?
2. What is the process of implementing this game?
3. What are the data requirements of this game?

**Scope and Limitation**

The scope of this game was implement by using a software which is focuses on the people who like to played an arcade games. Furthermore we applied the theme of stranger things in this game; Designing is based on the movie.

On the other hand, this study is limited on which the system cannot be accessed if there's no application.

 

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**Significance of the Study**

The accomplishment of this study is significant to the following individuals:

**Fans of Stranger Things.** This study benefits them in terms of experiencing the theme of the series name “Stranger Things” throughout the game.

**Arcade Gamers**. This study benefits them in terms of arcade game entertainment.

**Future Game Developer**. This study can be useful reference and information for their upcoming game development.

**Review of Related Literature**

**Local Literature**

According to Luca Chittaro Gamification and serious games are increasingly employed for attitude change purposes. However, they frequently exploit a limited set of game elements, such as points, badges and leaderboards, and scarcely explore the use of more complex elements that make games engaging. In this paper, we focus on game elements from the arcade genre, and their use in serious games for attitude change. In particular, we propose a serious game for mobile devices that employs arcade game elements for attitude change in aviation safety, and we assess its effects with two different studies. The first study compares the immediate effects of the serious game vs. the traditional approach (safety card), showing that the game is more engaging and can improve attitudes towards aircraft emergencies in terms of users’ self-efficacy and perceived vulnerability to the risk. The second study assesses the effects of the serious game when used over time (1-week) in a naturalistic setting, showing that the game can engage users and increase knowledge about correct and wrong behaviors. In both studies, engagement turned out to play a mediating role that we analyze in detail.

Reference:

Chittaro, L., & Buttussi, F. (2019). Exploring the use of arcade game elements for attitude change: Two studies in the aviation safety domain. *International Journal of Human-Computer Studies*, *127*, 112-123.