

**NEW ERA UNIVERSITY INTEGRATED SCHOOL SENIOR HIGH SCHOOL
PROGRAM INFORMATION AND COMMUNICATIONS TECHNOLOGY GAME
DESIGN DOCUMENT 2021**

DREAD FORTUNES:

A SUPPORTING TOOL IN LEARNING HISTORY OF THE PHILIPPINES

In Partial Fulfillment of the Requirements

For the Technical-Vocational-Livelihood Track

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New Era University

Senior High School Program

FAAP ACSCU-AAI Level III Re-accredited

No. 9 Central Ave., New Era, Quezon City, Philippines



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BRO. SUNDAY S. SIBUL
IS PRINCIPAL

Dear Brother Sibul,

We, the 12 ICT 2 (Group 2) researchers of New Era University Integrated School, are currently working on our research entitled **“TEACHERS’ EVALUATION ON DREAD FORTUNES AS A PHILIPPINE HISTORY GAME FOR SENIOR HIGH SCHOOL STUDENTS”**. The purpose of this study is to beta test the educational game “DREAD FORTUNES”, and if this game can be a tool for reviewing or learning the Philippine History.]

In line with this, we are requesting from your good office the permission to conduct an evaluation of the game among the **Humanities and Social Sciences Specialized Subject Teachers of Senior High School Department**. The teachers will answer an evaluation form via Google Form. Rest assured that any information about the participants will be treated with utmost confidentiality.

Evaluation Form Link: https://docs.google.com/forms/d/e/1FAIpQLSfhLDAGRW2Wv-IR0wpUSSbbuEm3E9xsOJ_GvmpHXGtGuToObA/viewform

Your approval to conduct this will be greatly appreciated. Thank you.

Respectfully,

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ACKNOWLEDGEMENT

The Developers express their sincere gratitude to their university, New Era University Integrated School for providing the opportunity to undertake and complete such an interesting project, which for the students within the ICT strand to develop an educational video game.

The Developers are thankful to their Research teacher Ma'am Josephine Blandy Delgado-Llenaresas, and their Computer Programming teacher Sir Leoville A. Villaluz, for the confidence and motivation they had in the Developers regarding this project.

The Developers are grateful to those who have tried their game and accepted the praises and criticism for the sake of improving it.

DEDICATION

First and foremost, this Game Design Document is dedicated to our Almighty God who is the source of wisdom and skills to accomplish this. The Developers also dedicate this Document to the teachers that gave them heartfelt supports, believed, and guided them in order to finish this document. Lastly to the respondents in SHS-HUMSS department teachers who participated.

ABSTARCT

This study is conducted to provide the requirements and information about the game. The game “Dread Fortunes” moves in a 2D (two dimensional) plane, exploring the mansion. It is an Educational Thriller-Mystery game that features random puzzles or questions about the History of the Philippines and the disappearance of the Castillejo family during the occupation of the Japanese in WWII. The game will be composed of different mini games. The Game Development team also took considerations to make the game less scary for the players.

There will be two Main Characters, Alejandro Rodriguez and Rosa Andrada, you can choose either of them. They volunteered on solving the case of the Castillejo family. The game will be divided into three different levels. After each level, a reward will be given to the player to unveil the mysteries of the past of Castellejo family.

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GAME DESIGN DOCUMENT VERSION CONTROL

VERSION	DATE	AUTHOR	CHANGE DESCRIPTION
1.0	03 / 25 / 21	GAME DEV. TEAM	Game Demo created.
1.1	04 / 08 / 21	GDD TEAM	Document created.
1.2	04 / 12 / 21	GDD TEAM	Document updated.
1.3	04 / 16 / 21	GDD TEAM	Illustrations for the setting of the game finished.
1.4	04 / 21 / 21	GAME DEV. TEAM & GDD TEAM	Illustrations for the Main Characters and Antagonists finished. Document updated.
1.5	04 / 24 / 21	GAME DEV. TEAM	Game Demo updated and finished.
1.6	04 / 25 / 21	GAME DEV. TEAM	Illustrations for the Main Characters updated.
1.7	04 / 26 / 21	GAME DEV. TEAM	Official Game created.
1.8	05 / 06 / 21	GAME DEV. TEAM	Game objects and Cut Scene Illustrations created. Sounds added.
1.9	05 / 12 / 21	GAME DEV. TEAM & GDD TEAM	Game objects updated. Official Game updated. Document updated.
2.0	05 / 14 / 21	GAME DEV. TEAM & GDD TEAM	Game objects, Cut Scene Illustrations, Setting Illustrations updated and finished. Sounds updated. Music added. Document updated. Official Game updated.
2.1	06 / 08 / 21	GAME DEV. TEAM	Official Game finished.
2.2	06 / 11 / 21	GDD TEAM	Document finished.

CHAPTER 1

GAME OVERVIEW

GAME CONCEPT

The game is called “Dread Fortunes”. It is a thriller-mystery game that features random puzzles or questions about the History of the Philippines. There are certain levels with different difficulties in each room the player will encounter. The aim of the game is to produce an educational game yet thrilling, exciting, and interesting content which uses pseudo-3D method.

GENRE

The developers come to the idea that there will be different kinds of genre in the game. Here are the following genres:

Thriller

- In the game, the player may heighten their feelings of excitement, surprise, anticipation and anxiety because of the music they’ll hear and the look of the environment of the game.

Mystery

- In the game, there will be a mystery. Here, the player will solve the mystery of the sudden disappearance of the Castillejo Family. Alongside, solving puzzles or challenges about History of the Philippines to obtain the evidence to reveal the truth behind the disappearance.

Educational

- An educational video game is a video game that provides learning or training value to the player. Educational video games play a significant role in the school curriculum for teachers who seek to deliver core lessons, reading and new skills. Gamification of education allows learners to take active roles in learning and develop technological skills that are needed for their academic and professional careers.

Puzzle

- Puzzle video games make up a broad genre of video games that emphasize puzzle solving. The types of puzzles can test many problem-solving skills including logic, pattern recognition, sequence solving, spatial recognition, and word completion.

TARGET AUDIENCE

The Target Audience of this game has the following characteristics:

1. Senior High School students that are 12 and above.
2. Wants to spend the time enjoying thriller games, puzzle games and educational games.
3. Teenagers and older.

PEDAGOGICAL OBJECTIVES

This game aims to achieve the following objectives:

1. To empower students in learning the History of The Philippines.

2. To improve their problem-solving skills by solving the puzzles and questions in the game.
3. To give entertainment at the same time, giving them knowledge of the History of the Philippines.

GAME FLOW SUMMARY

The player needs to answer the puzzles or challenges about the History of the Philippines. Alongside, solving the sudden disappearance of the Castillejo Family during the occupation of the Japanese. Here are the following games that the player may encounter.

Easy Level

Game: Text Quiz Game

Hard Level (1)

Game: Jigsaw Puzzle

Hard Level (2)

Game: Play and Pause Game

Difficult Level (1)

Game: Logo Quiz Game

Difficult Level (2)

Game: Find the Item

LOOK AND FEEL

The game is based in 2D art style like Inside, Little Nightmares, Limbo, etc. It takes place in a pseudo-3D fade-in-fade-out environment. The player will encounter different rooms in the mansion and every room have different levels. There will be a sound track so that the player can feel the ambiance of the game.

CHAPTER 2

GAMEPLAY AND MECHANICS

GAMEPLAY

Game Progression

The game “Dread Fortunes” moves in a 2D (two dimensional) plane, exploring the mansion with ease and also moves the character in a front, left and right positions. The gameplay related dialogue scenes take place and they will be displayed for the player during the gameplay through the cut scenes. These cut scenes are displayed after the character selection is pressed and after the game itself, these will have an impact and also corresponds to the story and flow of the game.

As the player walks through the mansion, there are doors that are protected by the antagonists. If the player wishes to enter on the door, a dialogue pops out on the screen and the antagonists itself will have a conversation on the Player. The player must accomplish the quiz that set given by the antagonists. If the player successfully beaten the antagonists, a dialogue will pop out by the antagonists representing that the player won and he/she will may now enter the room and collect the missing or ripped pieces of the journal. However, if the player is defeated by the antagonists, a dialogue will also pop out yet this informs the player that he/she are defeated and must answer again.

The player needs to answer the puzzles or challenges about the History of the Philippines. Alongside, solving the disappearance of the Castillejo Family. If the player answers the puzzles or

challenges successfully and collects all the missing pieces of the journal, it will show why the family suddenly disappeared and also the truth behind the antagonists.

Mission / Challenge Structure

The Mission / Challenge structure of the game is based on the door that the player wishes to enter with different levels of difficulty. The player has five activity or challenge to do. An example is a mini game and a quiz game.

All the questions and the information will be based on the Philippine History. Also, the difficulty of the question will be based on the level's location or room.

Puzzle Structure

The Puzzle Structure of the game will be composed of different mini games. The mini games are based on Click Games, In Timeline, Logo Quiz Game, Find the Item Game, and Text Quiz Game. The main character needs to solve these puzzles, some are within a set of time to finish. The Objectives contain things from the different parts of the room.

Objectives

The objectives of the player are to answer the mini games and to know why the family is suddenly disappeared.

These also need to be considered these Objectives:

- **Solve** - The player needs to solve some Mini Games (like Hangaroo, Wordscapes).

The player also needs to solve the puzzle in a certain amount of time.

- **Collection / Collecting** - In the game “Dread Fortunes”, there is also a hidden item located around the mansion. If the player succeeds in playing the games in every level, the player will be rewarded. The player will be rewarded of notes of the journal that the player needs to complete to know the player why the Castillejo Family suddenly disappeared and to escape the mansion and keys to open the doors on the mansion.

Game Flow

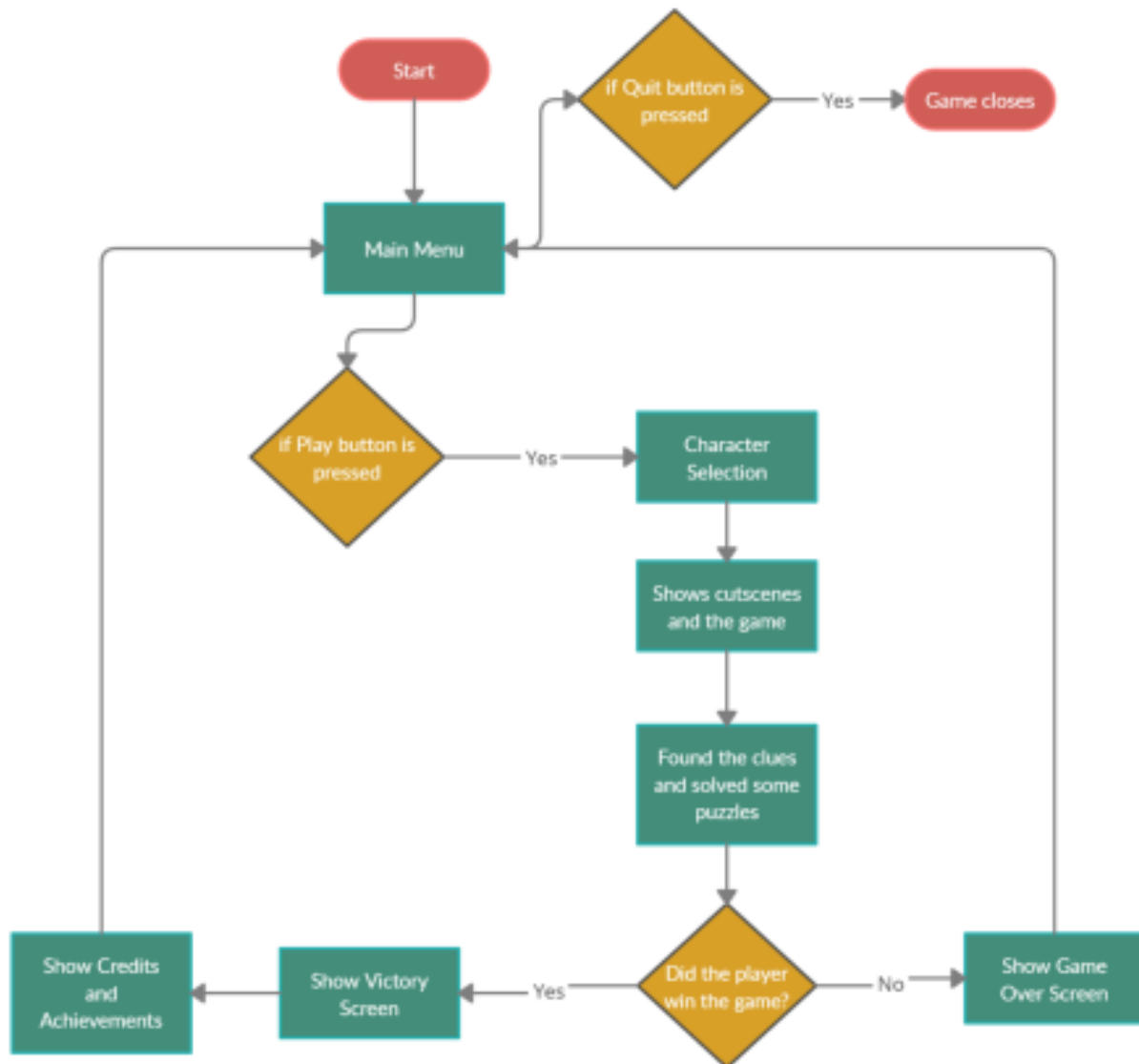


Figure 1.0

Game Play Elements

These are elements present in the game level that the PC can interact with:

- **Obstacles** - Obstacles that hinder the player's progress and can be surpassed by passing over them.
- **Notes** - These are the items that the player needs to collect to help the player understand the family's disappearance.
- **Furnitures** - These also are inter-actable with the player. These also provide some values to help the player solve a mystery. There are some cabinets or drawers where they can find the items.
- **NPC (Non-Playable Character)** - The NPC are also interactable on the player. These also represents as guards protecting the ripped pieces of notes. They are located on each certain door with different quiz difficulty.

GAME MECHANICS

Game Physics

In this educational game, its physics can be compared to Granny, Eyes, and Slenderman such as walking in a linear way, can be blocked by walls when walking only on the ground.

Game Movements

The movements in this educational game are in a linear manner. It can be left, right, and front.

Game Objects

The objects in this educational game are in the following:

- Beds
- Cabinets
- Doors
- Lights
- Walls
- Floors
- Windows
- Tables
- Refrigerator
- Keys
- Scotch Tape
- Ripped pieces of papers from the journal
- NPC (Non-Playable Character)

Game Actions

In terms of Game Actions, this educational game has the tradition using mouse control, which the main character can be moved by a mouse and can click a certain object using the mouse. Examples are cabinets, drawers, beds, etc.

Game Combat

In this educational game, the game combat is pretty simple. This can be compared to the game Hangaroo, Text Twist and Bookworm Adventure. Once the player did not succeed playing the certain game in a level, the player's health will be damaged and will be reduced. The PC (Playable Character) needs to answer the puzzles about the History of the Philippines.

Screen Flow

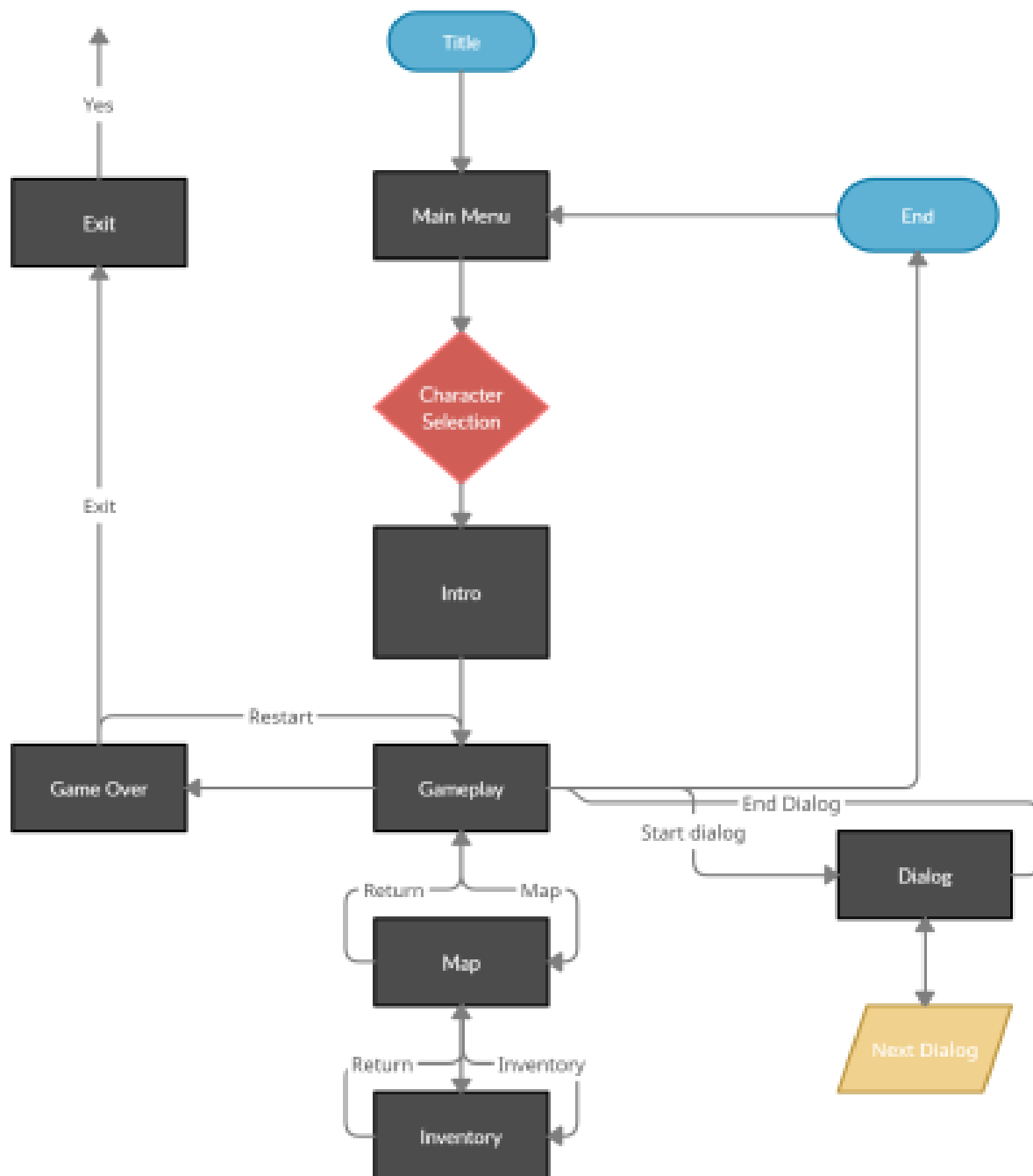


Figure 1.1

GAME OPTIONS

Main Menu: Provides the user with a play button to enter the game and quit button if he/she wishes to quit the game.

New Game / Player Selection: Displays the character selection pad, which allows the user to pick the character he prefers to play as well as see a demo reel and stats for that character.

Inventory: A gallery where the user can see all of the awards he has earned as well as those he also needs to claim. This segment would first show you a slideshow of thumbnail photographs, which you can connect with to see a larger version of the frame.

Map: This tab can be viewed at any time during gameplay and acts as a kind of pause menu. From here though, the user can see whatever quest he is actually.

REPLAYING AND SAVING

Dread Fortunes is a continuous game. The player can play again the game if he / she wants to. He / she can click the PLAYAGAIN Button to start again the game.

CONSTRAINTS

The Game Development Team had taken considerations. The Game Dev Team decided to make the game more thrilling with a limited thriller and suspense genre to the player.

The Illustrators make the Antagonists and the Settings less scary and still appropriate to the player/s. Also, the Sound Creators make the sounds also appropriate to the player to listen while playing the game.

CHAPTER 3

GAME STORY, SETTING, AND CHARACTERS

STORY AND NARRATIVE

Back Story

It takes place at the time of World War 2 where after the Japanese occupied the Philippines.

The Castillejo is a wealthy and kind family who helps the people of Ilocos. They were known as the “HERO” of the town. Mr. Federico Castillejo, the father, is a generous man. He helped farmers by giving them a small allowance for their family’s essentials. Ms. Veronica Castillejo, the mother, knew how to sew clothes. She shared and taught her experience to mothers to make clothes they can sell. Their daughter and son, Maria Castillejo and Rodolfo Castillejo, gave free toys and books to the children. And the Castillejo has a big influence within Filipino Government.

General Hamada and his soldiers found out about them and went to their mansion to negotiate with the Castillejo Family into helping them during the occupation of The Philippines. Unexpectedly, the Castillejo Family suddenly disappeared.

Alejandro Rodriguez / Rosa Andrada was extremely shocked and heartbroken about the disappearance of the family. Alejandro / Rosa was grateful to the Castillejos because when they were broke, the Castillejo helped them with their financial problems and their needs.

Alejandro / Rosa volunteered to solve the case of the Castillejos disappearance.

Game Story / Plot Elements

Alejandro Rodriguez / Rosa Andrada volunteered to solve the sudden disappearance of the Castillejo Family. Alejandro / Rosa went to the mansion to investigate the place. There are puzzles or challenges awaiting them in the mansion in order to get the evidence to solve the mystery case of the Castillejo Family.

Cut Scenes

Cut Scene No. 1

Actors

- Castillejo Family

Description

- Intro of the Game

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <p>Preview and intro of the Castillejo Family.</p>	<div>SCENE NO. 2</div> <p>The disappearance of the Castillejo Family.</p>	<div>SCENE NO. 3</div> <p>QUOTATION:</p> <p>I AM A MAN OF FORTUNE AND I MUST SEEK MY FORTUNE.</p>

		- Mr. Federico Castillejo	
--	--	------------------------------	--

Script

Narrator: The Castillejo is a wealthy and kind family who helps the people of Ilocos. They were known as the “HERO” of the town. But suddenly disappeared during the occupation of the Japanese.

After the script, there is a quotation:

I AM A MAN OF FORTUNE AND I MUST SEEK MY FORTUNE.

- Mr. Federico Castillejo

Cut Scene No. 2

Actors

- Character Alejandro / Rosa
- Jose

Description

- Before the Logo Quiz Game.

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <p>When the Door 1 is clicked, the Antagonists will appear.</p>	<div>SCENE NO. 2</div> <p>Conversation between them.</p>	<div>SCENE NO. 3</div> <p>Challenge.</p>

Script

Kuya Jose: Hey kid! Who are you? What are you doing here?

Alejandro/Rosa: Oh! I am here to investigate the Castillejo case.

Kuya Jose: Are you a Private Investigator?

Alejandro/Rosa: No. The Castillejo Family helped us in so many ways.
So, I volunteered to investigate.

Kuya Jose: As if they helped you. (whispered)

Alejandro/Rosa: What?

Kuya Jose: Nothing. If I were you, I am going to leave this place.

Alejandro/Rosa: Why would you say that?

Kuya Jose: Because look at this mansion. The Japanese destroyed it. It's all dirty and there are holes on the floor on the Hallway.

Alejandro/Rosa: Wait. Why are you here anyways?

Kuya Jose: We are just checking the mansion.

Alejandro/Rosa: We?

Kuya Jose: There 5 of us here.

Alejandro/Rosa: What are you checking here?

Kuya Jose: Some things we can revive for the remembrance of the Castillejo Family. (lying)

Alejandro/Rosa: Oh. Okay. I'm just checking this door.

Kuya Jose: No!

Alejandro/Rosa: -shockingly stares at Kuya Jose-

Kuya Jose: I mean, if you want to check that room, you must first answer my question.

~ Player does the mini game or quiz to acquire to check the room. ~

~ Dialogue after the Player wins the mini game or quiz. ~

Kuya Jose: ...I gotta warn you kid. The truth you are looking for is not gonna be pretty.

Alejandro/Rosa: -went inside the room-

Cut Scene No. 3

Actors

- Character Alejandro / Rosa
- Manong Roberto

Description

- Before the Jigsaw Puzzle.

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <div>When the Door 2 is clicked, the Antagonist will appear.</div>	<div>SCENE NO. 2</div> <div>Conversation between them.</div>	<div>SCENE NO. 3</div> <div>Challenge.</div>

Script

Manong Roberto: What's your name? And how are you here in this mansion?

Alejandro/Rosa: My name is... I volunteered on investigating the Castillejo case. Kuya Jose said that there are people here checking the mansion. I guess you are one of them.

Manong Roberto: Yes, I am.

Alejandro/Rosa: Okay. Nice to meet you. I am going inside this room.

Manong Roberto: If you want to go inside, first let's play a little game.

~ **Player does the mini game or quiz to acquire the clue.** ~

~ **Dialogue after the Player wins the mini game or quiz.** ~

Manong Roberto: The more you know, the more horrifying it gets.

Alejandro/Rosa: -went inside the room-

Cut Scene No. 4

Actors

- Character Alejandro / Rosa
- Kuya Boy.

Description

- Before the Play, and Pausegame.

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <p>When the Door 3 is clicked, the Antagonists will appear.</p>	<div>SCENE NO. 2</div> <p>Conversation between them.</p>	<div>SCENE NO. 3</div> <p>Challenge.</p>

Script

Kuya Boy: Hey, who are you?

Alejandro/Rosa: I'm ... I volunteered on investigating the case. And I want to know what happened to the Castellejo Family. Uhhh.... Yeah! I must go inside.

Kuya Boy: Wait. If you want to know it so much, solve this quiz I am gonna give you.

~ **Player does the mini game or quiz to acquire the clue.** ~

~ **Dialogue after the Player wins the mini game or quiz.** ~

Kuya Boy: Good luck kid.

Alejandro/Rosa: -went inside the room-

Cut Scene No. 5

Actors

- Character Alejandro / Rosa
- Ate Leonora

Description

- Before the Find the Item Game.

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <p>When the Door 4 is clicked, the Antagonist will appear.</p>	<div>SCENE NO. 2</div> <p>Conversation between them.</p>	<div>SCENE NO. 3</div> <p>Challenge.</p>

Script

Ate Leonora: Hello. I heard you volunteered investigating the case.

Alejandro/Rosa: Yes. I really want to know what happened to them. I mean, they do not deserve to die.

Ate Leonora: (annoyed) Well, if you insist on investigating, solve this quiz you shall find a clue.

~ **Player does the mini game or quiz to acquire the clue.** ~

~ Dialogue after the Player wins the mini game or quiz. ~

Ate Leonora: (whispered) You will never get out of this mansion...

Alejandro/Rosa: -went inside the room-

Cut Scene No. 6

Actors

- Character Alejandro / Rosa
- Manang Teresa
-

Description

- Before the Text Quiz Game.

Storyboard

STORYBOARD		
<div>SCENE NO. 1</div> <div>When the Door 5 is clicked, the Antagonists will appear.</div>	<div>SCENE NO. 2</div> <div>Conversation between them.</div>	<div>SCENE NO. 3</div> <div>Challenge.</div>

Script

Manang Teresa: Who are you? And why do you come here in this mansion?

Alejandro/Rosa: My name is ...

Manang Teresa: Oh. Yeah. The one who volunteered on investigating the case.

Alejandro/Rosa: Yes. That is me. Will you excuse me, I am going to this room.

Manang Teresa: Answer my question first.

~ Player does the mini game or quiz to acquire the clue. ~

~ Dialogue after the Player wins the mini game or quiz. ~

Manang Teresa: (angered)

Cut Scene No. 7

Actors

- Character Alejandro / Rosa
- All Antagonists

Description

- End of the Game.

Storyboard

STORYBOARD			
<div>SCENE NO. 1</div> <p>After solving the puzzles, Alejandro / Rosa obtains the last piece of the paper.</p>	<div>SCENE NO. 2</div> <p>Alejandro / Rosa connected the pieces of paper and read it.</p>	<div>SCENE NO. 3</div> <p>He / She was shocked by what he / she read and heard some footsteps and voices of the Antagonists finding him / her.</p>	<div>SCENE NO. 4</div> <p>Alejandro / Rosa ran through the door and reported the truth of what happened to the Castillejo Family.</p>

Script

Journal

July, 9 1942

My name is Rodolfo Castillejo. The son of Federico Castillejo and Veronica Castillejo. And the brother of Maria Castillejo. In the past, the mansion was about to be taken by the Filipino Government because they didn't pay taxes. Father and mother begged to the Government to not take the mansion. The Government decided, in exchange of not taking the mansion, they will help Ilocanos in their needs. Through the years of my family helping the Ilocano people, the truth is, they are not actually helping them. The allowance that my father gave to the farmers were not actually an allowance. It was a letter that says "If you say anything about this, I will ruin your family's reputation." I saw one from my father's desk in the office. My mother didn't teach mothers to make clothes. She demanded the mothers to make her own clothes to wear like a servant. My mother called them as "Pigs". If the pigs try to disobey my mother, they will be banished from the

town. And as for my sister Maria, we decided to give our old toys and books to the children. But my sister deformed the toys and tore the pages of the books and gave them to the children.

I saw what my family is doing behind all the goody-good shoes they are showing. My family is just threatening the Ilocanos to act like they were being helped by my family to show the Filipino Government that they are really helping. If not, all the wealth of my family, even the mansion will be taken by the Government.

The Ilocanos, who my Family threatened and enslaved, went to our mansion angrily and hungry for revenge. One by one, my family was executed. They ruined the mansion so that it looked like the Japanese went here. While me, I was hiding at the bathroom, terrified, and writing this to my journal. Until they found and executed me.

GAME WORLD

General Look and Feel (of the World)

Area No. 1



General Description

- Area No. 1 contains the two Master's Bedrooms, Boudoir, two Bathrooms, an Office, and there's also a way to the Living Room from this area by using the Hallway.

Physical Characteristics

- The two Master's Bedrooms are wide and dirty.
- The bathroom from the Master's Bedroom at the top, has cracks on the floor and writings on the wall.
- The Boudoir is dirty.
- The left Hallway has dirt on the wall and holes on the floor. Also have X marks on the doors.

Levels that use the area

UPPER LEFT
MASTER'S BEDROOM



LEFT BEDROOM



LOWER LEFT
MASTER'S BEDROOM

Master's Bedroom (Upper Left)

- Contains Hard Level Jigsaw puzzle with timer. Players will have to beat this challenge in 2 minutes.

Bathroom (At the Hallway)

- Contains Difficult Level. A Logo Quiz Game in which players must name the logos shown on the game.

Master's Bedroom (Lower Left)

- The Master's Bedroom (Lower Left) contains a Hard Level. It is a Play, Pause, and Stop Game where the player must identify and stop the image to reveal the hidden word.

Connections to other areas

- Living Room, Office, and Boudoir in Area No. 1 are where the players can get the key to open the door and answer the game where the game is placed.

Area no. 2



General Description

- Area No. 2 contains one guest room, storage, kitchen, dining and one bathroom. There's also a way to the Living Room from this area by using the Hallway.

Physical Characteristics

- The Kitchen cabinets and drawers have cracks and there is a weird picture of a lady.
- The Hallway to the Guest Room has black stains on the floor and walls.
- The right Hallway has dirt on the wall and has holes on the floor. Also have X marks doors.

Levels that use the area



Kitchen

- Contains Difficult Level. The game is to find the item. Players have to find an item within 3 minutes time to succeed in the task.

Storage Room

- In the Storage Room, there is an Easy level, Text Quiz Game. Players must answer the quiz correctly to succeed in the game.

Connections to other areas

- Dining and Guest Room in Area No. 2 are where the players can get the key to open the door and answer the game where the game is placed.

CHARACTERS

Main Character

1. Alejandro Rodriguez / Male Character

WHOLE BODY
APPEARANCE



UPPER BODY:
BACK VIEW

UPPER BODY:
LEFT VIEW



UPPER BODY:
RIGHT VIEW



Personality

- Can be easily annoyed. He likes to “conserve” energy and tends to go to the easiest way of everything.

Appearance

- A black-haired guy.
- Light skinned tone
- Wears a cyan polo with suspenders, black patched pants, and brown shoes with grey socks.

Animations

- 2D animation

Abilities

- There are no abilities.

Relevance to the Story

- The Castillejo Family helps the family of Alejandro.
- Solving the case of the sudden disappearance of the Castillejo Family.

Relationship to the Other Characters

- There is none.

2. Rosa Andrada/ Female Character

WHOLE BODY
APPEARANCE



UPPER BODY:
BACK VIEW

UPPER BODY:
LEFT VIEW



UPPER BODY:
RIGHT VIEW



Personality

- She has a bit of a conservative personality, but with her big curiosity, she gives her own self a push towards her limit.

Appearance

- A black haired girl
- Light skinned tone
- Wears a brown dress with design and a tie, light brown stockings, and black closed heels.

Animations

- 2D animation

Abilities

- There are no abilities.

Relevance to the Story

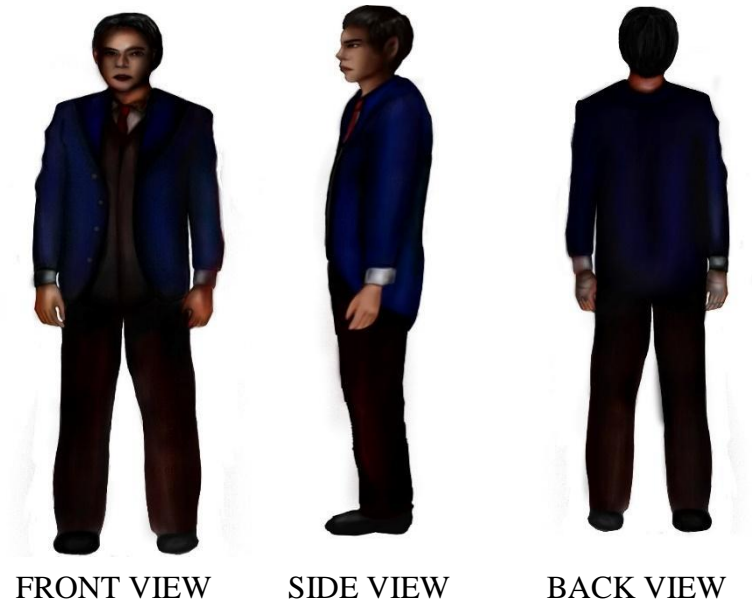
- The Castillejo Family helps the family of Rosa.
- Solving the case of the sudden disappearance of the Castillejo Family.

Relationship to the Other Characters

- There is none.

Antagonists

1. Kuya Jose



Personality

- Kuya Jose personality is most likely Persuasive, Materialistic, and Selfish guy.

Appearance

- Dark skinned tone.
- Wears a gray polo inside, and blue coat with a red tie.
- Wearing dark brown pants and a black shoe.

Animations

- 2D Animation

Abilities

- There are no abilities.

Relevance to the Story

- One of the antagonists who guards the door at the mansion.

Relationship to the Other Character

- None.

2. Manong Roberto



FRONT VIEW



SIDE VIEW



BACK VIEW

Personality

- He is mostly Competitive, Fierce, and mostly Loud-voiced Guy

Appearance

- Dark skinned tone.
- Wears a dark red long sleeve and brown pants with a small purse.

- Wears black boots.

Animations

- 2D Animation

Abilities

- There are no abilities.

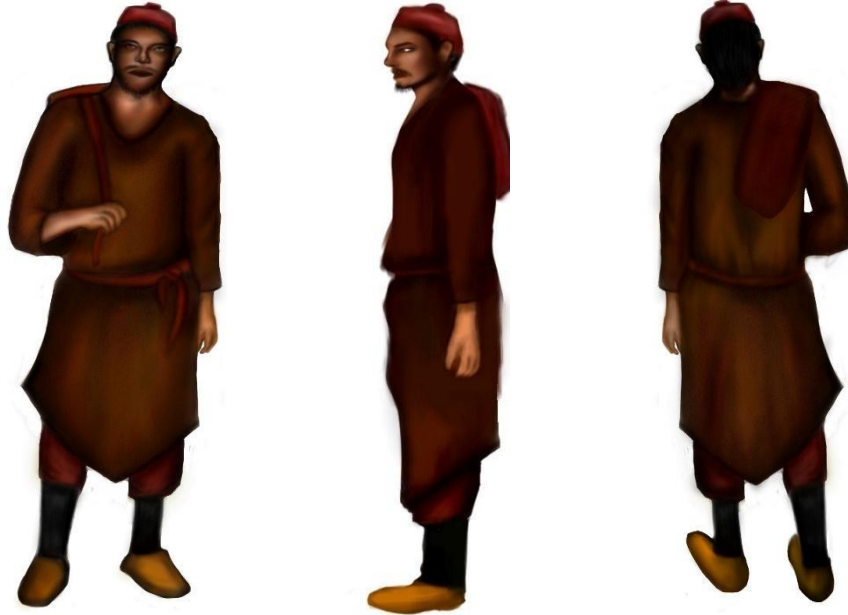
Relevance to the Story

- One of the antagonists who guards the door at the mansion.

Relationship to the Other Character

- None.

3. Kuya Boy



Personality

FRONT BODY

SIDE BODY

BACK BODY

- He is a Farmer, Kind, Self-conscious, sometimes Bossy.

Appearance

- Dark skinned tone.
- Wears a dark brown like gown and black pants inside with dandelion color shoes.
- Wears a maroon hat and a bag.

Animations

- 2D Animation

Abilities

- There are no abilities.

Relevance to the Story

- One of the antagonists who guards the door at the mansion.

Relationship to the Other Character

- None.

4. Ate Leonora



FRONT VIEW



SIDE VIEW



BACK VIEW

Personality

- She is Perceiving, Calm, Introspective

Appearance

- Dark skinned tone and long hair.
- Wears a blue-black dress with black shoes.

Animations

- 2D Animation

Abilities

- There are no abilities.

Relevance to the Story

- One of the antagonists who guards the door at the mansion.

Relationship to the Other Character

- None.

5. Manang Teresa



FRONT VIEW



SIDE VIEW



BACK VIEW

- Manang Teresa is a Natty, Irresponsible, and Competitive lady.

Appearance

- Dark skinned tone and short haired woman.
- Wears a long black dress.

Animations

- 2D Animation

Abilities

- There are no abilities.

Relevance to the Story

- One of the antagonists who guards the door at the mansion.

Relationship to the Other Character

- None.

CHAPTER 4

GAME LEVELS

LEVELS

The content of every game in each level are about the History of the Philippines.

Easy Level

The player will encounter one Easy Level in the game.

TEXT QUIZ GAME

Description

- The questions in the Text Quiz Game are easy to answer.
- The topic is about the Philippine Peso.

Player's Objectives

- The player's objective is to answer the given questions about the Philippine Peso bills.

Reward

- The reward that'll be given to the player after answering the questions is a part or piece of paper from the journal where the secret lies about the Castillejo Family haunting the mansion and a key to another room.

Major Gameplay

- To choose the right answer given on the question/game and get the rewards.

Enemies

- There is no enemy in this game.

Hard Level

In this level, there are two Hard Level the player will encounter.

JIGSAW PUZZLE GAME

Description

- The player will arrange the jigsaw puzzle.
- The jigsaw puzzle is about the Battle of Mactan.

Player's Objectives

- The player's objective is to arrange the puzzle within 2 minutes to complete the hidden picture.

Reward

- The reward that'll be given to the player after answering the questions is a part or piece of paper from the journal where the secret lies about the Castillejo Family haunting the mansion and a key to another room.

Major Gameplay

- To arrange the jigsaw puzzle to complete the picture and get the rewards.

Enemies

- There is no enemy in this game.

PLAY AND PAUSE GAME

Description

- The player will pause the image to win the game.
- The topic is about the Presidents of the Philippines.

Player's Objectives

- The player's objective is to pause the images according to the name given above the frame.

Reward

- The reward that'll be given to the player after answering the questions is a part or piece of paper from the journal where the secret lies about the Castillejo Family haunting the mansion and a key to another room.

Major Gameplay

- To pause the right images according to the name given above the frame.

Enemies

- There is no enemy in this game.

Difficult Level

In this level, there are two Difficult Level the player will encounter.

LOGO QUIZ GAME

Description

- The player will identify the logo.
- The player will find the item on what hint or questions is looking for.

Player's Objectives

- The player's objective is to identify the 3 logos that is displayed at the game and they will type the answer at the text box.

Reward

- The reward that'll be given to the player after answering the questions is a part or piece of paper from the journal where the secret lies about the Castillejo Family haunting the mansion and a key to another room.

Major Gameplay

- To identify the 3 Logos and type the right answer at the text box.
- To find the items that the hints or questions are looking for.

Enemies

- There is no enemy in this game.

FIND THE ITEM GAME

Description

- The player will find the item on what the hint or questions is looking for.

Player's Objectives

- The player's objective is to find the item that are mixed with other items in the room.

Reward

- The reward that'll be given to the player after answering the questions is a part or piece of paper from the journal where the secret lies about the Castillejo Family haunting the mansion and a key to another room.

Major Gameplay

- To find the items that the chart is looking for.

Enemies

- There is no enemy in this game.

Note: Before every game, there will be Antagonists who are guarding the doors where the game is placed. The player will answer the questions given to them and it is still about the History of the Philippines.

TRAINING LEVEL

Goals

Before the game and in every game, there are instructions to guide and help them play. For example, he/she needs to click the item to collect. When the player has read all the instructions, the player can play the game easily.

Activities

Within the instructions, there will be a guide on how they will move and on how they will click the items on the game.

CHAPTER 5

USER INTERFACE

VISUAL SYSTEM

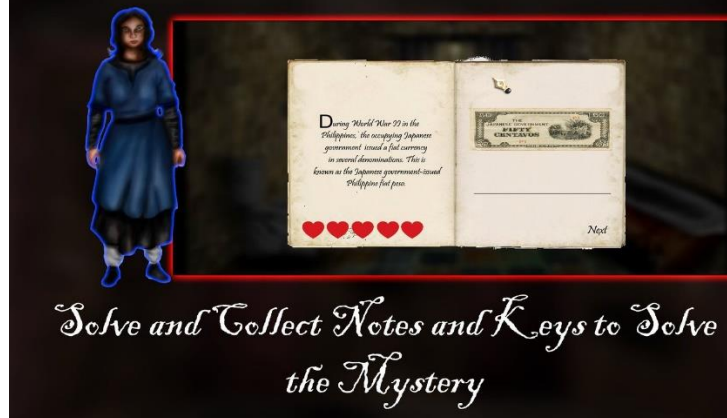
Marketing and Packaging Art

Splash Image





Interact with Objects and Other Characters



Solve and Collect Notes and Keys to Solve the Mystery

Icon:



Graphical User Interface (GUIs)

Menus

Elements:

Input Controls: Buttons

Heads Up Display (HUDs)

Health/Lives

Elements:

Informational Components: Icons

Time

Elements:

Informational Components: Notifications

Game Progression

Elements:

Input Controls: Buttons

Navigational Components: Search Field

Informational Components: Notifications and Message Box

Mini-Map

Elements:

Input Controls: Text Field

Informational Components: Icons

Menu (Inventory)

Elements:

Input Controls: List boxes

Navigational Components: Icons, tags

Informational Components: Icons, Notifications

Containers: partition

Camera Model

The Camera Model of the game is third person Point of View.

Control System

Overview – The player controls the game by using the mouse.

Commands – The only commands are by clicking specific areas in the game.

Sound and Music

Audio – The characters in this game are voiced by the members of our group. The audio of the game is clear and can be heard.

Music – The characteristic of the music is scary that gives you an eerily feeling for the game

Sound Effects – The characteristic of the sound effects is scary that fits the genre of the thriller game.

CHAPTER 6

TECHNICAL SPECIFICATIONS

Game Engine

The Game Developers used the Adobe Flash CS6 to establish their game DREAD FORTUNES.

Platform and OS

The game can be played in a computer or laptop as long as there is an Adobe Flash CS6.

External and Object Codes

Interface and HUD -menus, etc.

Play and Quit Code

```
stop();
```

```
dad._width = 120;
```

```
dad._height = 63;
```

```
GIEBERT._width = 110;
```

```
GIEBERT._height = 54;
```

```

dad.onRelease = function(){

    _parent.gotoAndStop(2);

}

dad.onRollOver = function(){

    dad._width = 140;

    dad._height = 84;

}

dad.onRollOut = function(){

    dad._width = 120;

    dad._height = 64;

}

GIEBERT.onRelease = function(){

    fscommand("quit");

}

GIEBERT.onRollOver = function(){

    GIEBERT._width = 130;

    GIEBERT._height = 74;

```

```
}

GIEBERT.onRollOut = function(){

    GIEBERT._width = 110;

    GIEBERT._height = 54;

}
```

Character Selection Code

```
stop();

next1.enabled = false;

next1._alpha = 0;

sure._alpha = 0;

namee._alpha = 0;

boy.onRelease = function(){

    next1.enabled = true;

    next1._alpha = 100;

    sure._alpha = 100;

    boy._alpha = 100;
```



```
girl._alpha = 0;

gone._alpha = 0;

namee._alpha = 100;

namee.gotoAndStop(1);

}

girl.onRelease = function(){

    next1.enabled = true;

    next1._alpha = 100;

    sure._alpha = 100;

    girl._alpha = 100;

    boy._alpha = 0;

    gone._alpha = 0;

    namee._alpha = 100;

    namee.gotoAndStop(2);

}

boy.onRollOver = function(){

    if(next1.enabled == false){
```

```

        boy._alpha = 100;

    }

}

boy.onRollOut = function(){

    if(next1.enabled == false){

        boy._alpha = 0;

    }

}

girl.onRollOver = function(){

    if(next1.enabled == false){

        girl._alpha = 100;

    }

}

girl.onRollOut = function(){

    if(next1.enabled == false){

        girl._alpha = 0;

    }

}

```

```

}

next1.onRelease = function(){

    if(girl._alpha == 100){

        _parent._parent.g = true;

        _parent._parent.b = false;

        _parent._parent.gotoAndStop(3);

    }

    if(boy._alpha == 100){

        _parent._parent.g = false;

        _parent._parent.b = true;

        _parent._parent.gotoAndStop(3);

    }

}

```

Character's Movements and Interactions

The Game Developers Team didn't use any code for the Character's Movements. The Game Dev. Team used Classic Tween/Classical Tweening to give movement for the Characters.

Enemies' Movements and Interactions

The Game Developers Team didn't use any code for the Enemies' Movements. The Game Dev. Team used Classic Tween/Classical Tweening to give movement for the Enemies.

Game Environment and Interactive Objects

Map and Inventory Code

- This is the variables of the code from the Map and Inventory. This is used for checking the map and inventory.

```
invent._visible = false;
```

```
pa._visible = false;
```

Door Code

```
stop();
```

```
ast.gotoAndStop(1);
```

```
asr.gotoAndStop(1);
```

```
_root.pa.gotoAndStop(5);
```

```
asdasd.onRelease = function(){
```

```
    leki._visible = false;
```

```
a3._visible = false;  
  
sass._visible = false;  
  
asdasd._visible = false;  
  
}
```

Interactive Sounds and Music

Music and Sound

```
fscommand("fullscreen",true);  
  
stop();  
  
bg = new Sound();  
  
bg.attachSound("bg");  
  
bg.start(0,99);
```

CHAPTER 7

PRODUCTION SCHEDULE

SCOPE

Our Project Scope includes the following:

1. Designing and development of a Computer Game;
2. Game is to have a pseudo-3D style of gameplay;
3. Minimum of two playable characters;
4. Five types of regular enemies;
5. Eighteen different backgrounds images that can be expanded in several possible game levels;
6. Reward giving mechanic with several loaded reward.

SCHEDULING

The team has divided the production schedule into the following major points:

- Pre-Production / Discovery – March 25, 2021 – April 24, 2021
- Concurrent Development of Art – April 16, 2021 – May 14, 2021
- Code Assets – March 25, 2021 – June 8, 2021
- Alpha – April 24, 2021
- Q n A – April 29, 2021

- Beta – June 8, 2021
- Deployment and Presentation – April 20, 2021

DEPENDENCIES

The schedule and scope outlined in the above sections can only be followed and fulfilled when the necessary assets are delivered by the client on schedule. Below is an initial list of the necessary assets and times that the developers will be dependent upon:

1. Characters

- a. Main Characters – April 16, 2021
- b. Antagonists - April 16, 2021

2. Illustrations

- a. Area No. 1 of Mansion – April 16, 2021
- b. Area No. 2 of Mansion - April 16, 2021
- c. Cut Scene Illustrations – May 16, 2021
- d. Gameplay Art – April 26, 2021
- e. Reward – May 7, 2021

3. Sound Assets

- a. Complete list of sounds – May 6, 2021

COST ESTIMATE

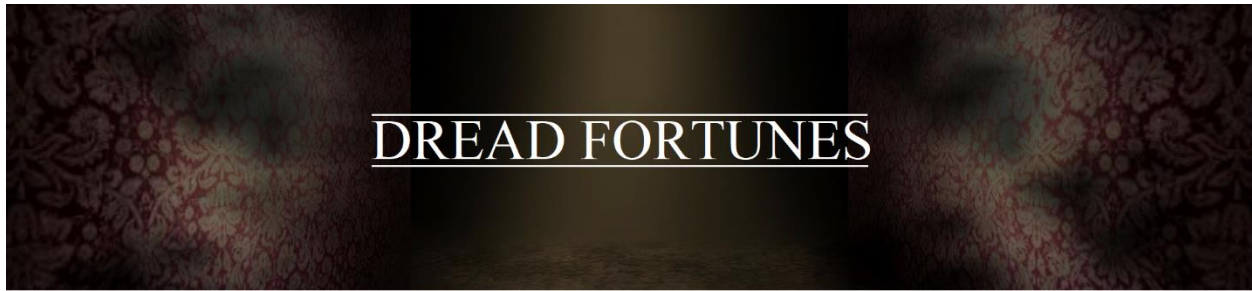
Once the developers have completed and delivered the original project scope the client will be able to change, update and/or insert any new features. The following chart is an estimation of the tasks and time required for future modifications.

Task	Time
1 Background	5 hours / 305 hours
1 Cut Scene Illustration	8 hours / 488 hours
Remodel of 1 Character	9 hours / 549 hours
Game Mechanic of 1 Character	7 hours / 427 hours
1 Game Level	6 hours / 366 hours
1 Background Music	13 hours / 8,113 hours

The estimates above consider only the work necessary to implement 1 new playable character, 1 new background, 1 game level, 1 cut scene, 1 background music, and program the necessary codes for these elements to function in the game.

APPENDICES

Appendix A – Evaluation Form



TEACHERS' EVALUATION ON DREAD FORTUNES AS AN EDUCATIONAL GAME FOR PHILIPPINE HISTORY

Good day, Social Science Teachers!

We are the Group 2 from 12 ICT 2, and on this research endeavor, we developed an educational game, Dread Fortunes, about Philippine History. Moreover, the game is not just educational but also entertaining: a mystery and history game that seeks thrill, amusement, and enjoyment by using puzzle-like game modes to decipher such puzzles and mysteries.

We provided criteria on this evaluation form, which were adapted to the created rubric during the Library Information Literacy Advisory Committee's Spring Training event across the City University of New York last May 15, 2015. With your rating and perception on the criteria and the game through the demo video, it will surely help us to determine the effectiveness and usefulness of the game in teaching and learning Philippine History.

Rest assured that the data that we will gather from you will be kept confidential and will be protected at all costs.

Thank you so much.

EMAIL*

DEMO VIDEO LINK

<https://www.youtube.com/watch?v=kVQ4wkFmX-s>

GAME LINK

You can play DREAD FORTUNES by downloading the link below.

Note: The game can only run if you have an Adobe Flash CS6. Thank you.

Game Link:

https://drive.google.com/file/d/1Q_opOxI3IWghxtv7BzL30baozxHyuii4/view?usp=sharing

Basic Information

Name (Surname, First Name MI): *

EVALUATION CRITERIA

Kindly read the statements and choose the best to describe your perception on the game.

LEARNING OBJECTIVES:*

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The game requires deep understanding of multiple learning	[]	[]	[]	[]	[]

objectives and provides
opportunities to
demonstrate higher
level thinking.

HIGHER LEVEL LEARNING SKILLS: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The game provides multiple activities to help the students increase their cognitive skills such as analysis, synthesis, and evaluation.	[]	[]	[]	[]	[]

NARRATIVE CONTEXT: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The context or the storyline allows the user/player to deepen knowledge about various aspects of the game and naturally develops a deeper understanding of the context.	[]	[]	[]	[]	[]

ORGANIZATION AND INSTRUCTIONAL DESIGN: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The game is well-organized and has multiple opportunities to problem solve, and the player will surely add skill set upon finishing.	[]	[]	[]	[]	[]

SUBJECT: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The subject or topic is clearly stated and supported by the rules and objectives.	[]	[]	[]	[]	[]

ENGAGEMENT & FUN*

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The game is engaging that the elements adhere the needs of the subject/context.	[]	[]	[]	[]	[]

LAYOUT & DESIGN: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
Design elements assist players in understanding concepts and ideas.	[]	[]	[]	[]	[]
The layout and designs deliver proper ambiance to the game.					

MUSIC: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The background music is effective on delivering the mood/purpose of the game.	[]	[]	[]	[]	[]

AMBIANCE: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The ambiance of the game is relevant to its genre and concept.	[]	[]	[]	[]	[]

OVER-ALL: *

	STRONGLY AGREE	AGREE	NEUTRAL	DISAGREE	STRONGLY DISAGREE
The game can be an effective educational game for Philippine History.	[]	[]	[]	[]	[]

Feedback

Over-all of the game: What are your comments and suggestions for the improvement of the game? *

Contact Information

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Group Leader

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John Louie Ubias

Assistant Group Leader

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Appendix B – Evaluation and Results

Appendix C – Curriculum Vitae

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Contact Number: 09197382396

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PERSONAL DATA

Name: Martin Immanuel De luna Atienza

Age: 20

Birth Date: May 21, 2001

Birth Place: Quezon City

Nationality: Filipino

Religion: Iglesia ni Cristo

Civil Status: Single

Father's Name: Joven B. Atienza

Mother's Name: Melanie D. Atienza

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Tagumpay National High School

ELEMENTARY: Tagumpay Elementary School

NAME: Jeremee C. Cayde

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PERSONAL DATA

Name: Jeremee C. Cayde

Age: 18

Birth Date: March 17, 2003

Birth Place: Manila

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Sol A. Cayde

Mother's Name: Jasmin C. Cayde

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: New Era University

ELEMENTARY: Paete Science and Business College, St.John Academy, New Era University

NAME: Giebert R. Delotavo

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Contact Number: 09091706139

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PERSONAL DATA

Name: Giebert Reyes Delotavo

Age: 18

Birth Date: October 20, 2002

Birth Place: Manila

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Norberto Delotavo

Mother's Name: Evangeline Delotavo

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Justice Cecilia Munoz Palma High School

ELEMENTARY: Iguid Elementary School

NAME: Cris Edmund A. Endrano

Address: 061 Kasunduan st. Brgy. Common. Q.c.

Contact Number: 09454487410

Institutional E-mail: cris.endrano@neu.edu.ph



PERSONAL DATA

Name: Cris Edmund A. E

Age: 18

Birth Date: November 21, 2002

Birth Place: East Avenue, Quezon City

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Jolly L. Endrano

Mother's Name: Lilibeth A. Endrano

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Batasan Hills National High School

ELEMENTARY: Commonwealth Elementary School

NAME: Samantha Pauline L. Ines

Address: SSS Housing North Fairview Quezon City

Contact Number: 09354892348

Institutional E-mail: Samantha.ines@neu.edu.ph



PERSONAL DATA

Name: Samantha Pauline L. Ines

Age: 19

Birth Date: October 23, 2001

Birth Place: Quezon City

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Adler John B. Ines

Mother's Name: Rosemarie L. Ines

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: New Era University / National College of Business and Arts

ELEMENTARY: New Era University

NAME: Cesar Julius D. Jimenez

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Institutional E-mail: cesar.jimenez@neu.edu.ph



PERSONAL DATA

Name: Cesar Julius D. Jimenez

Age: 18

Birth Date: March 30, 2003

Birth Place: East Avenue

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Christian Cesar P. Jimenez II

Mother's Name: Emma Ruth D. Jimenez

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Immaculate Conception Cathedral School

ELEMENTARY: Don Fabian School of Quezon City

NAME: Bourgy D. Langit

Address: #152 Geronimo Cmpd. P. Tamo, T.Sora, Q.C.

Contact Number: 09165767895

Institutional E-mail: bourgy.langit@neu.edu.ph



PERSONAL DATA

Name: Bourgy D. Langit

Age: 17 (18 this month)

Birth Date: June 18, 2003

Birth Place: P. Tamo

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Edmond D. Langit

Mother's Name: Leny D. Langit

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era Univeristy

JUNIOR HIGH SCHOOL: New Era University

ELEMENTARY: New Era Elementary School

NAME: Angel Kaye Peñaflor

Address:

Contact Number:

Institutional E-mail:



PERSONAL DATA

Name: Angel Kaye Peñaflor

Age: 18

Birth Date: March 31, 2003

Birth Place: Daet, Camarines Norte

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Marlon Peñaflor

Mother's Name: Lane P Peñaflor

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: BHNHS

ELEMENTARY: PCAES

NAME: Ethan Paolo F. Rivera

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PERSONAL DATA

Name: Ethan Paolo F. Rivera

Age: 18 Years Old

Birth Date: October 22, 2002

Birth Place: Quezon City

Nationality: Filipino

Religion: Born Again

Civil Status: Single

Father's Name: Pedro Rivera Jr.

Mother's Name: Sheryl Rivera

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Quezon City Academy

ELEMENTARY: Project 6 Elementary School

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PERSONAL DATA

Name: Rodriguez Justine D.

Age: 17

Birth Date: June, 8 2003

Birth Place: San Carlos Pangasinan

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Rodolfo Rodriguez

Mother's Name: Magilene Rodriguez

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: North Fairview High School

ELEMENTARY: Commonwealth Elementary School

Name: Jake Erwin J. Sanchez

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PERSONAL DATA

Name: Jake Erwin J. Sanchez

Age: 19

Birth Date: November 20, 2001

Birth Place: Bagong Silang Caloocan City

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Jerry Sanchez

Mother's Name: Julie Sanchez

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Justice Cecila Munoz Palma High School

ELEMENTARY: Commonwealth Elementary School

NAME: Eldrin S. Santiago

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PERSONAL DATA

Name: Eldrin S. Santiago

Age: 18

Birth Date: September 26 2002

Birth Place: Montalban Rizal

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Elarde Santiago

Mother's Name: Teresa Santiago

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: Tagumpay National High School

ELEMENTARY: Tagumpay Elementary School

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PERSONAL DATA

Name: John Louie Ubias

Age: 18

Birth Date: April 25, 2003

Birth Place: Manila

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Luisito Johnson Ubias

Mother's Name: Marivic Macaraeg Ubias

EDUCATIONAL BACKGROUND

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: New Era University

ELEMENTARY: Barasoain Elementary School / Quirino Elementary School

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Birth Date: Oct 11, 2002

Birth Place: Manila

Nationality: Filipino

Religion: Iglesia Ni Cristo

Civil Status: Single

Father's Name: Mark Ysagun

Mother's Name: Dana Ysagun

EDUCATIONAL BACKGROUD

SENIOR HIGH SCHOOL: New Era University

JUNIOR HIGH SCHOOL: New Era University

ELEMENTARY: Huckleberry Montessori School Pateros