**Preface**

This thesis is submitted in partial fulfillment of the requirements for a Bachelor’s Degree in Computer Science. It contains the work done from school year 2015, 2nd semester–2017, second semester. Salvador T. Gascon, an IT professor from STI Ortigas-Cainta, supervised the study.

Video game has taken its peek in our current generation. Hardware and software advancement brought the demand higher than ever. According to Entertainment Software Association—ESA—“an average of four out of 5 houses earns a device that is used to play videogames. 26% of the gamer population are minors and 30% is 18–30 years old.” Niko Media Researched that in 2014 there are already 28.72 million Filipinos that are hooked into videogames—not including the casual gamers.

This study investigates how to provide the huge population of gamers an environment for learning. The proponents aim to innovate education out of classrooms through the use of one of school’s best competitors—videogames.

This documentation is composed of 2 parts; a 5 chapters thesis documentation and 9 chapters game document. Along with this documentation is the output software program, Geeks VS Bugs.