

Title: Gimbo – A Multiplatform Mobile Game Implementing Parallaxing Effect and Sprite Animation

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ABSTRACT

Parallaxing effect and sprites are two essential components in developing a mobile game that is addictive and challenging. These factors also contribute to the development of a clean and crisp user interface to catch the interest of mobile gamers.

This Capstone project is intended to develop a mobile game that uses these two important concepts using proper hygiene as a core component of its gameplay. Aside from enjoying a highly interactive mobile game, users will also learn about proper hygiene and taking care of the human body by making sure that germs are kept at bay.

The application was developed using Scrum technique and has undergone a thorough testing process to ensure that it runs smoothly on Android and iOS platforms. The app features Gimbo, an interesting character that tries to keep germs and other dirty minions away from the hair, skin, and mouth.

The app is to be deployed primarily at Active Star Kids and Playschool as an interactive teaching tool for their hygiene-related lessons. Moreover, the app is available for download at the Google Playstore.

Keywords: Game, Germs, Hygiene, Parallax Effect, Gimbo