Chapter 5
CONCLUSION

The objectives of the proponents why the game HULA-WHO? (Inventions and Discoveries from Past to Present) had been created was to test their skills and ability in graphic designing, programming at the same time their logic and creativity.

HULA-WHO? (Inventions and Discoveries from Past to Present) was develop through Corona SDK and LUA as the programming language wherein the proponents can incorporate sounds, music and graphics.

The target gamers' age is 16 to 22 years old, on this case the games' interface is user-friendly that any of the gamers' age can simply adapt to the game world and understand the flow of the entire game. It is an android game that involves about the inventions and discoveries from past to present.

From the result of the evaluation that has been taken, it indicates that the game got the acceptable result for it come up that the highest percentage was "excellent" for the gamers view. The game met the objectives based on the result and data analysis. The outcome of the evaluation serves as a big fulfillment to the proponents as the game creator for it was an output of their skills. The results also demonstrate that the game is suitable for the gamers to be played to experience enjoyment and at the same time will give additional information to the player.