

Abstract

The thesis project entitled “HULA-WHO? (Inventions and Discoveries from Past to Present)” is an Android game in which the target age of gamers is from 16-22 years old. The android game features facts about the Inventions and Discoveries which enable players to learn information from it. It will familiarize the player about the inventions and discoveries from Ancient Period, Middle Ages, Early Modern Ages and Modern Ages. Giving them brief but precise information and having fun while learning this inventions and discoveries.

The proponents used Corona as Software Development Kit and Lua as the programming language that integrates graphics and sounds. Also, Adobe Photoshop CS6 is used in the designing and creation of the game. The game provides a user friendly environment that enable both beginners and expert gamer to engage in the game. The two dimensional game does not support Multi-Network Game Play and also it only supports portrait view.