

Preface

HULA-WHO? (Inventions and Discoveries from Past to Present) is an Android game involving the inventions and discoveries from Ancient Period up to Modern Era. It signifies through the information gathered by a gamer which tends to educate player in another way.

The first chapter focuses on the introduction of the whole special project; composed of the Statement of the Problem, Current State of Technology, Objectives, Scope and Limitation of the system.

Chapter 2 discusses the methodology of the project and the theories which are being used to make this project. The theories that being used were: Game Design Process, it is the process on how to design a game. Game Development Process, it is the process of how to develop a game.

Chapter 3 discusses the flow of the game; also it discusses the hardware and software requirements in building the game. Diagrams are included to discuss the system flow.

Chapter 4 discusses the experimental method which starts from the methodology used and the actual implementation of the system for evaluation.

And lastly the Chapter 5 shows the conclusion of the study based on the result of the analysis in Chapter 4.