Epiko ng Manobo: Script

Opening Scene:

Map: Kagubatan;

Narrator: Isang araw ay nasa gubat si Tulalang at nangunguha ng ubod ng rattan na kanilang pagkain. Nakakita siya ng isang matanda na naaawa pala sa kanilang magkakapatid. Lumapit sa kaniya *ang matanda* at ang wika

Matanda: Huwag kang mag-alala sa inyong pagkain,. Simula ngayon ay hindi na kayo magugutom

Narrator: Nagdilang anghel nga ang matanda at buhat noon ay sunod-sunod na ang nagging biyaya sa buhay ng magkakapatid.

Map: Palasyo

Narrator: Makalipas ang ilang taon ay nagpatayo sila ng isang magandang Palasyo.Maraming mga tao ang nagboluntaryong pumailalim sa pamumuno ni Tulalang dahil narin sa taglay nitong katanyagan at kabutihang loob.

TULALANG: Ako si Tulalang, ipinanganak upang manguna at maglingkod. Ang kaligtasan ng aking mga kababayan ay aking tungkulin.

GAME START

Mga mamamayan – Tulalang nagpadala ng mensahe ang kaharian ng Maca, Humihingi sila ng tulong at ang kanila raw prinsesa ay dinakip at ginawang bihag ng isang higante!!

NextMap: Mapa ng Higante;

(Makikita ang Higante at ang prinsesa na bihag nito- fight triggered when tulalang gets close)

(Fight)

Tulalang: Higante! isuko mo no ang binibining iyong bihag kung ayaw mong makatikim sa akin.

Higante:, maliit na nilalang! Akala mo ba kaya mong labanan ang lakas ko?

Tulalang: Hindi laki ng katawan ang sukatan ng tapang! Handa akong ipakita sa'yo ang lakas ng loob ng isang tunay na mandirigma!

(pag nanalo mamawala o babagsak ang higante, lalapit kay macaraga)

Tulalangg: Huwag kang mangamba, mahal na dalaga. Ikaw ay malaya na, Ano nga pala ang

iyong pangalan?

Macaranga: Ako si Macaranga, Maraming Salamat sayo. Ngunit maaring mob a akong ihatid sa aming kaharian.

Tulalang: Oo naman, matatangihan ko ba ang hiling ng isang marikit na dalaga.

Map: Maze(hahanpin daan palabas)

Map: Palasyo ni Macaranga

Macaranga: Maraming Salamat sa pagtulong mo sa akin anong gantimpala ang iyong nais?

Tulalang: Ang iyong kamay sa kasal, mahal na dalaga.

Macaranga: Aking pagiisipan**.**

TULALANG: Nawa sa aking pagbalik rito ay pumayag ka na. Sa ngayon ay akin munang aasikasuhin ang aking kaharian.

(exit) – **palasyo**

Map: Palasyo ()

(Bubungad kay tulalang ang masamang balita)

Narrator: Sa paguwi ni TUlalang ay bumungad sa kaniya ang sira-sira niyang kaharian.

Villagers(sabay-sabay): Tulalalng masamang balita!! Sinugod tayo ng hari ng bagyo at kanilang nadakip ang iyong kapatid na babae.

Tulalang: Ano!!

Tulalang: Sige kayo na ang bahala rito, aking sisigurading ligtas ang aking kapatid kahit anong mangyari.

(autorun palabas ng palasyoo) – ibang character na sa next map

MAP: Palasyo ng hari ng bagyo(pwedeng maliit na room lang na may tatalong pinto palabas – bawat pinto na papasukan ay may bugtong na lalabas tas pag tama sagot saka lang makakapsok sa maze) “don nasa pangitna na pinto makikita yung kapatid.”

Narrrator: Nagbalatkayo si Tulalang bilang isang bata upang di mapansin ng mga kalaban.

(pagnakita na ay sabay na ulit silang lalabas)

Map – Palasyo

Narrator: Matagumpay na nakauwi ang magkapatid, ngunit makalipas ang ilang araw ay nilusob muli sila ng galit na galit na hari ng bagyo.

Hari ng Bagyo: "Tulalang Lumabas ka dyan !! Dapat mong pagbayaran ang pagnanakaw mo sa akin!"

Tulalang: "Hindi ako magnanakaw! Pinagtatanggol ko lang ang mga mahal sa akin!"

Hari ng Bagyo: "Mahina ka, Tulalang! Hindi mo kayang pigilan ang aking galit!"

Tulalang: "Para sa kapayapaan ng aming kaharian, handa akong lumaban hanggang sa huli!"

(Final Fight)

Narrator: Matapos magapi ni TUlalang ang hari ng bagyo ay bumalik na sa dati ang pamumuhay ng kanyang pamilya at mga mamamyan. Wala nang gulo at pangamba sa kanilang mga puso.

Epiko ng Manobo: Questionnaire and Answer Key

1. **Which of the following is NOT a basic data type in most programming languages?**
    a) **Integer**
    b) **String**
    c) **Function**
    d) **Boolean**

2. **What symbol is used to represent comments in Python?**
    a) **//**
    b) **/* */**
    c) **#**
    d) **!**

3. **The code block that repeatedly executes a set of instructions until a condition is met is called a:**
    a) **Sequence**
    b) **Loop**
    c) **Branch**
    d) **Function**

4. **Which operator is used for addition in most programming languages?**
    a) *****
    b) **+**
    c) **/**
    d) **-**

5. **What is the correct way to declare a variable named "age" with a value of 25 in JavaScript?**
    a) **var age = 25;**
    b) **int age = 25;**
    c) **age(25);**
    d) **None of the above**

6. **Which of the following is used to compare two values and make decisions in code?**
    a) **Loop**
    b) **Conditional statement (if/else)**
    c) **Function**
    d) **Variable**

7. **What do we call a set of instructions that performs a specific task and can be reused throughout the program?**
    a) **Loop**
    b) **Conditional statement (if/else)**
    c) **Function**
    d) **Variable**

8. **How do you print "Hello World!" to the console in Python?**

a) echo "Hello World!";
b) console.log("Hello World!");
c) print("Hello World!");
d) display("Hello World!");

9. Arrays store collections of data of the same:
    a) Size
    b) Color
    c) Data type
    d) Brand

10. Which of the following increases the value of a variable by 1?
    a) ++
    b) += 1
    c) x = x + 1
    d) All of the above

1. In Object-Oriented Programming (OOP), what combines the properties (data) and actions (functions) of real-world entities into a single unit?
    a) Class
    b) Function
    c) Variable
    d) Loop

2. Which OOP principle hides the internal workings of an object and restricts direct access to its data?
    a) Polymorphism
    b) Encapsulation
    c) Inheritance
    d) Abstraction

3. When creating a new class that inherits properties and behaviors from an existing class, what OOP concept are you using?
    a) Polymorphism
    b) Encapsulation
    c) Inheritance

d) **Abstraction**

4. **Which data structure efficiently stores key-value pairs for fast retrieval based on the key? (DSA)**
    a) **Array**
    b) **Linked List**
    c) **Hash Table**
    d) **Stack**

5. **Which sorting algorithm repeatedly compares adjacent elements and swaps them if they are in the wrong order? (DSA)**
    a) **Merge Sort**
    b) **Selection Sort**
    c) **Bubble Sort**
    d) **Quick Sort**

6. **The process of iterating through a tree structure, exploring as far as possible along each branch before backtracking, is called what? (DSA)**
    a) **Breadth-First Search (BFS)**
    b) **Depth-First Search (DFS)**
    c) **Binary Search**
    d) **Linear Search**

7. **In OOP, what allows a subclass to redefine a method inherited from its parent class?**
    a) **Polymorphism**
    b) **Encapsulation**
    c) **Inheritance**
    d) **Abstraction**

8. **Which OOP principle allows objects of different classes to respond to the same message in different ways?**
    a) **Polymorphism**
    b) **Encapsulation**
    c) **Inheritance**
    d) **Abstraction**

9. **What OOP concept defines a general contract (what methods an object must implement) without specifying how it's done?**
    a) **Polymorphism**
    b) **Encapsulation**
    c) **Inheritance**
    d) **Abstraction**

10. **When multiple classes can inherit from a single parent class, what type of inheritance is used?**
    a) **Single Inheritance**
    b) **Multilevel Inheritance**
    c) **Multiple Inheritance**
    d) **Hierarchical Inheritance**

Answer Key

1. (c) Function - Functions are a separate concept used to organize code, while the others are basic data types for storing different kinds of values.
2. (c) # - This is the single line comment syntax in Python.
3. (b) Loop - Loops allow for repeated execution of code blocks.
4. (b) + - Plus sign is the most common addition operator.
5. (a) var age = 25; - JavaScript uses `var` to declare variables and assign values.
6. (b) Conditional statement (if/else) - These statements control program flow based on conditions.
7. (c) Function - Functions are reusable blocks of code that perform specific tasks.
8. (c) print("Hello World!") - This is the built-in function for printing output in Python.
9. (c) Data type - Arrays can hold elements of the same data type (e.g., all numbers or all strings).
10. (d) All of the above - These are all valid ways to increment a variable by 1 in most languages.

11. (a) Class - A class is the blueprint for creating objects that encapsulate data and functionality.
12. (b) Encapsulation - Encapsulation protects an object's internal state by controlling access to its data.
13. (c) Inheritance - Inheritance allows creating new classes (subclasses) that inherit properties and behaviors from existing ones (parent classes).
14. (c) Hash Table - Hash tables provide fast access to elements using a key-value lookup mechanism.

15. (c) Bubble Sort - Bubble sort repeatedly compares adjacent elements and swaps them if they are in the wrong order.
16. (b) Depth-First Search (DFS) - DFS explores a tree structure as deeply as possible along each branch before backtracking.
17. (a) Polymorphism - Polymorphism allows objects of different classes to respond to the same method call in different ways.
18. (a) Polymorphism - Polymorphism enables flexible behavior based on the object type at runtime.
19. (d) Abstraction - Abstraction defines the essential functionalities an object should provide without specifying implementation details.
20. (c) Multiple Inheritance - Multiple inheritance allows a subclass to inherit from multiple parent classes.