2D ANDROID-BASED CAR MODIFICATION INTERACTIVE GAME FOR KIDS

JUNAHDEN F. BUENSALIDA
EDISON R. OBIAS
PINKY C. PILLOS
JOSHUA VIRILE V. VASQUEZ

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College of Arts and Sciences
Partido State University
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EXECUTIVE SUMMARY

Technology nowadays plays a big part in everything that people do. Children are exposed to different electronic gadgets at an early age. People live in a world where media is the main source of communication and interaction. They are growing up with loads of gadgets that are becoming the instrument of the culture at home, at school, and even in the community, at a fast pace (Kerawalla & Crook 2002, Calvert et al. 2005). These days, the question is not about a child being able to deal with technology but how soon will he be exposed and will be able to adapt with the gadgets. According to Suarez-Orozco (2004), technology can serve as a distraction to kids. But looking at the brighter side, it can also be an educational boost for children with games that teach the fundamentals needed and serves as the basis for their mental and physical development.

2D Android-Based Car Modification Interactive Game for Kids", the study aims to fill the gap by developing an android game that can be used and served as an informative game which will distinguish the car modification interactive game. The project of the proponents is to enhance the skills of the users to modify their car and at the same time to enjoy playing the game. Users can also learn by-passing all given question and obstacles.

The proponents used the Spiral Model in developing the project, upon planning and developing of the proposed system the proponents considered

the framework of sequential series of phase also known as the System Development Life Cycle (SDLC).

The proponents used Construct 2 as developing the application, Adobe Photoshop as image editor, audacity for the audio and Integrated Development Environment (IDE) for the game extraction. The system also used memory (8GB RAM), hard disk (465GB), processor (Intel Core i5, video card memory (1GB RAM) The result of the beta testing along the 4 indicators such as functionality, acceptability and usability was 4.18(Agree).