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| **Final Project** | |
| **Sequence and Mapping Types** | |
| **Course Code:** CPE103 | **Program:** BSCPE |
| **Course Title:** Object-Oriented Programming | **Date Performed: 02/22/25** |
| **Section: 1 – A** | **Date Submitted: 02/22/25** |
| **Name: Eulin, Ryan Bertrand B. ( Leader )**  **Member:**  **Catahan, Joshua**  **Directo, Hannah Thea**  **Gabijan, Rhovic**  **Hermosura, Leigh** | **Instructor: Ma’am Sayo** |
| **1. Objective(s):** | |
| * To create a game that helps students to gain knowledge and experience about programming language (Python). * To make programming more entertaining and interesting as well as have a better view about programming languages. * To improve the user speed and efficiency in programming * To inspire users to become future programmers. | |