



LAK-BAY: A GAME APPLICATION THAT FEATURES
BAYBAYIN SCRIPT FOR LEARNING

USER MANUAL



Arianne Nicole A. Cinco
Christine M. Deles
Marissa Grace M. Linganay
Inceasa Bliss B. Perez
Milanie J. Villalobos

LAK-BAY: A GAME APPLICATION THAT FEATURES BAYBAYIN SCRIPT
FOR LEARNING

An Undergraduate Thesis

Presented to the Faculty of the
College of Information and Communications Technology
West Visayas State University
La Paz, Iloilo City

In Partial Fulfillment
of the Requirements for the Degree
Bachelor of Science in Entertainment and Multimedia
Computing

by

Arianne Nicole A. Cinco
Christine M. Deles
Marissa Grace M. Linganay
Inceasa Bliss B. Perez
Milanie J. Villalobos

JUNE 2022

Contact Us

Arianne Nicole A. Cinco ariannenicole.cinco@wvsu.edu.ph
Christine M. Deles christine.deles@wvsu.edu.ph
Marissa Grace M. Linganay marissagrace.linganay@wvsu.edu.ph
Inceasa Bliss B. Perez inceasabliss.perez@wvsu.edu.ph
Milanie J. Villalobos milanie.villalobos@wvsu.edu.ph

Address: Luna Street, Lapaz, Iloilo City, Philippines

Disclaimer

This software project and its corresponding documentation entitled “Lak-Bay: A game application that features Baybayin Script for learning” is submitted to the College of Information and Communications Technology, West Visayas State University, in partial fulfillment of the requirements for the degree, Bachelor of Science in Entertainment and Multimedia Computing. It is the product of our own work, except where indicated text.

We hereby grant the College of Information and Communications Technology permission to freely use, publish in local or international journal/conferences, reproduce, or distribute publicly the paper and electronic copies of this software project and its corresponding documentation in whole or in part, provided that we are acknowledged.

TABLE OF CONTENTS

GETTING STARTED	4
INTRODUCTION	4.1
SYSTEM REQUIREMENTS	4.2
INSTALLATION	4.3
HOW TO PLAY THE LAK-BAY MOBILE GAME	5
TROUBLESHOOTING	8.1
FREQUENTLY ASKED QUESTIONS (FAQS)	8.2
CONTACT US	9

Troubleshooting

If the game lags, just wait for a while. If it doesn't work at all, quit and restart the game.

If the game is still stuck, uninstall and reinstall the game from the Play store.

Frequently Asked Questions (FAQs)

1. Is Lak-Bay free to play?

Yes. Lak-Bay is a free educational game application.

2. Can I change my player in Lak-Bay?

No. Lak-Bay game has a fixed player named Gab, the story revolves around Gab and it cannot be changed.

3. Can I play Lak-Bay offline?

Yes. Lak-Bay is an offline game application, it can be played even without internet connection.

4. Is Lak-bay a multiplayer game?

No, Lak-Bay is not a multiplayer game. It can be played only by a single player.

5. Is this available in other operating systems?

No, it is only available in Android Operating systems.

6. Do I need to create an account to play the game?

No, it is not necessary to create an account to play the game.

Getting Started

- ◇ The Game Over Panel will appear once the your hearts/lives has been reduced to 0.



- ◇ To exit the game, select the “Quit” Button.



Introduction

Lak-Bay is a historical, adventure, RPG, educational, side-scrolling game that features Baybayin script. The player will be playing as Gab where he travels to the past. In order to help Gab go back to the present, the player needs to collect items through answering multiple choice questions.

System Requirements

The application requires:

- Android Version 7 and up

Installation

- Download the Lak-Bay app at: (google play link)
- After installing, you can now play the game.

How to play the Lak-Bay Mobile Game

- ◇ After installation, open the Lak-Bay App. Select “New Game” on Main Menu Screen.



- ◇ Watch the Cut Scene or click the “Skip” button to proceed to the intro scene.



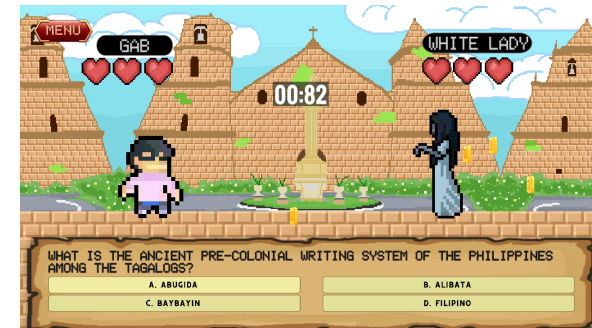
- ◇ Read the contents inside the Game Tutorial and click the glowing button to proceed to the next slide.



- ◇ Read the Baybayin Lesson carefully and proceed to the 1st stage of the game.



- ◇ Take note of the time limit while answering.



- ◇ The Congratulations Panel will appear once the enemy has been defeated.

