CHAPTER VI

SUMMARY AND RECOMMENDATION

This chapter discusses the summary of the functionalities and features of Asean Aid Map application. It also includes the recommendation from advisers, panels, and interpellators on how to improve the application. With these factors, it helps the team to improve the application to be more reliable in promoting projects of different NGO which includes their associated operations.

6.1 Summary

The application is intended for the public users and especially non-government organizations (NGO) in different ASEAN countries. The application helps improve the dissemination of information regarding the projects of the NGO, wherein the application provides a project profile which contains details about the projects like description, timeline, budget, project collaborators, sector focus, and contact information. Through this information provided by the application, the connection of various NGO would be more intact. It would also improve the way NGO promote their projects to gain other collaborators and donors.

The ASEAN Aid Map is divided into six modules namely the account management, profiling, transactions, reports, additional functionalities, and help. The account management is where the users, specifically NGOs, create their account to make use of all the features of the application. This module includes the sign-up, sign-in, and account settings. The profiling module is where the users’ setup the profile of their organization as well as administer their projects for the public to view. The transaction module is where users of the application can associate to be involved in particular projects of an NGO or build a connection with them. This module includes the collaboration which contains the invitation and application, connections includes adding and removing, and matching is applied through collaborative filtering in inviting and suggestions of projects. The additional functionalities include the GIS which shows ASEAN aid map which includes the ASEAN countries with markers indicating a list of projects of NGO. The messaging is also part of the additional functionalities which shows the sent and received messages in the account of users. Users can start a chat and receive notifications if they accept messages from other users of the application. The reports module shows users the different kind of reports the system can provide them. Users can choose from the list of reports to be downloaded which they can use as references for decision making. Lastly, the help module, which includes the frequently asked questions and credits, wherein users can see recurring questions and answers for a specific topic related to the application. It also presents the information about the developers and the application itself.

Aqua Hero has four stages: residential, agricultural, mining, industrial. Each stage has three levels. With an improved way of navigating the screen, it made easier for the player to maximize the game as well as the learning at every level. Players must complete each level to proceed to the next level. Otherwise, the player cannot complete the stage. In every level, the wastes are shown before the player can start the game to help the player familiarize the different possible waste that might come out during the game play.

The Shop is one of the important modules in the game. The shop consists of different power-ups and items that the player can use in playing the game. Power-ups and items havean amount before the player acquired it. The shop helps the player survives the hard levels in the game. The player must earn money to acquire stuff in the shop.

The settingis a feature to help users in adjusting the background music and sound of the game. The player as allowed to slide the volume according to his or her liking. At any time, the player can set the music on and off.

Help has two modules - credit and tutorial. Credit shows the brief description of the game as well as the developer’s information. The tutorial is the important module for it helps the player what to do and how to play the game. It teaches the player of different basic functions in the game. The player cannot skip the tutorial stage unless the player performs all the instructions completely.

The high score records the result in every level. The highest score is in the hall of fame. It helps the player achieve a higher score and play well in the game to be part of the hall of fame. In each level, there is only one score and must be the highest score.

6.2 Recommendation Aqua Hero is a 2D game application that runs only in an Android smartphone. The following recommendations can help in providing different perspectives on which the system was improved on which the team did not implement due to some constraints.

The following recommendations were carried in the development of the application. Some of the recommendations were given by the interpellators and panel members were not yet carried by the team because they require more time to implement.

6.2.1 Improve Audio and Visual Animation

The team should make the audio and graphics more audible and visible in the game to make it more interesting to the player. Audio and visual graphics attract the player to be constant in playing the game. The audio and visual animations are important regarding the graphical design of the application. Moreover, the group has done a lot of changes in the audio and visual design of the game by using relevant audio and simple graphical designs of the characters, scenes, and buttons.

6.2.2 Improve the Character’s Speed

The speed of the character must increase to complete each level in the game. The speed of the character is one of the constraints to the player for it is the basis to achieve the goal. The faster the speed the higher the chance of the player can complete the level.

6.2.3 Implement Text-To-Speech

The text-to-speech is mostly part of the applications that provides information through reading of texts on the screen aloud. It provides comfort to the users to avoid reading lengthy paragraphs. Aqua Hero is an informational that has a lot of texts to be read by the players. Text-to-speech is an aid to minimize the input from the player by simply listening to the voice.