**Dagohoy 3D Game**

**Introduction**

In today's technologically advanced generation, people can use their smartphones in many ways one of this is a way of distraction from their stressful lives. They can use it for watching movies, socializing online and many other kinds of entertainment, but mostly they use it for playing games especially todays youths. Games has come a long way, from the games we play outdoors like *Patintero, Tumbang preso* and *luksong baka,* to the games play in our computers and handheld devices like DOTA (Defense of the Ancient) and Mobile Legends. Furthermore, talking about games, there are different types of games that can be played, like action games, adventure, role-playing, and many more. Those games give excitement and entertainment to the people to relax and have fun. People also use games as a way of living, they stream online playing games for hours and they got paid and also, they have fun.

We believe that smartphones and computers can also be used not just for entertainment but also for education. We can find many ways to learn not just by reading books, today we have the internet we have e-books, educational videos, blogs and many other sources. People today often spend their time mostly using their smartphones or computer, that is why we come up with the idea to incorporate project on those devices. Our group decided to make something that a user can both learn and have fun. There are many projects that can provide both education and entertainment, but we think educational game is one of the best, a game that is playable on both mobile devices and computer.

**Preface**

This project aims to provide an entertaining way to impart knowledge to the children and youth about Dagohoy. It is also our way of expressing our appreciation and honor to the Boholano Hero, Francisco Dagohoy. As our nation moves further into the technological age, millennials do not recognize who Francisco Dagohoy is. This project will be helpful for them to get to know and enjoy the history of our Filipino hero. Moreover, how will we be able to deliver that to the children and youth today? Our mission is to create and develop a way to level up their way of learning about him, by creating an educational application. Educational games are not new today. There are lot of educational games on the Play Store, some of these games are for kids like learning alphabet, and simple computations. There is also something more advance like brain teasers and puzzles for adults. These games are fun and educational but we want our game to be something unique. We will make our game that has a perfect balance of entertainment and education.

**Review of Related Literature**

This part of the documentation presents literatures, which are related or has a significance in the project. This part focuses on several aspects that will help and improve the development of the project. This project has a lot of angles that we need to look and give a proper attention. This project has a lot to give, that is why we need to make it sure that this will turn into what we envision.

The advancement of today's games and applications brings the next level of entertainment and learning to people, especially children and youth. According to Nicola Yelland (2015), apps are continually compared as alternatives to existing educational resources rather than being complementary. Most guidelines insist that apps be evaluated in terms of learning theories that were formulated prior to the advent of computers or by creating standards that other children's materials, such as jigsaw puzzles or children's books, are not ever asked to live up to. Children and the youth are still learning something, especially if it is related to history, even if they'll play an application. According to Joe Todd (2020), history can be taught by video games because they allow us to experience events of the past. Games like the [Assassin's Creed franchise](https://gamerant.com/assassins-creed-ubisoft-games-historically-accurate-ranked/) (rated Teen or higher) allow players to experience historically accurate settings and interact with historical figures from the Crusades, Renaissance Italy, the French, and American Revolutions, as well as Ancient Greece and Egypt.

In today's situation, it is essential to stay at home and study at our own pace. We are being challenged on how we work things out during these days. According to Joe Todd (2020), these games are meant as a supplement rather than a substitute to our existing school systems. Playing games can create a fun learning environment designed to keep our physically distanced selves at home while remaining social and continuing to learn because we cannot deny the fact that there are some applications that will help the children and youths to learn even by just playing using their mobile phones and computers.

Although, Children and Youth find another reason except by just learning from their mobile phones and computer by also a quality of time. According to Aaron Langille et al. (2020), in their articles, stated that people play video games for many reasons, including relaxation, escapism, and (of course) fun, but they also provide spaces for people to get together and stay connected.

However, with the rapid rise of technology and different kinds of application releases nowadays, we cannot deny that an educational application about the study of a national hero is one of them. Why we create an educational application related to Lapu-Lapu? According to Escalante (2021), the shrine will give the country's first heroes the proper recognition they deserve. Lapu-Lapu [and the natives], not Magellan, will be the hero of the Philippine commemorative events. We want to reflect Filipino perspectives to celebrate our ancestors and not colonialism. Because of his heroism to his fellow country, the Philippines gave him an acknowledgment for his bravery. According to [PHILIP ZIMBARDO](https://greatergood.berkeley.edu/profile/philip_zimbardo) (2011), the key to heroism is a concern for other people in need—a concern to defend a moral cause, knowing there is a personal risk, done without expectation of reward.

With this much information about children and youths using their mobile phones and computers gives enlightenment to the parents because they are learning even by just playing. Moreover, since our project is an educational application where children and youth will be playing, their studies are not left behind since they are learning and enjoying at the same time.