**CAPSTONE PROJECT**

**3D EDUCATIONAL GAME ABOUT DAGOHOY**

GROUP 2

SECRET CLASS

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**PREFACE**

This project aims to provide an entertaining way to impart knowledge to the children and youth about Francisco 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.

**PURPOSE**

The purpose of this project is to educate people about Bohol’s history. Specifically, the events of the longest revolution in Philippines that is led by Dagohoy. The project will help enlighten the people about who Dagohoy is and all about the revolt in Bohol that last for 85 years.

**OBJECTIVES**

The main objective is to create a game that is both educational and also entertaining. The game will have a campaign/story mode that tells the story of Dagohoy,s revolt. The game can be playable for PC and Mobile device. It can be played online and offline.

**SIGNIFICANCE OF THE STUDY**

This project will benefit the following:

**Children and Youth.** This project will enlighten them about one of major events of the history in Bohol. As of our generation today moves further into the technological age people, especially the millennials have forgotten those individuals that bravely fought for justice in our country. Making it a game will make it interesting and also while using it they will both learn and have fun.

**Future Researchers.** This project will help the build their ground on how to start and develop an Educational game. This will serve as a reference on what things they might consider in their development. This will give them ideas on what concept and gameplay to apply on their own project.

**SCOPE AND LIMITATIONS**

This game is a 3D Adventure RPG (Role Playing Game). The game has a Campaign/Story Mode that narrates the events on Dagohoy’s revolt. The game also has an extra quiz game about some of the important details of Dagohoy. The game can be installed on Android and Windows PC, it is also playable on the computer’s browser.

The game only covers the events of revolt lead by Dagohoy. The story does not contain major personal information of Dagohoy like his childhood life. This game is not available for IOS device.

**REVIEW OF RELATED LITERATURE**

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 has a lot to give, that is why we need to make it sure that this will turn into what we envision.

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.”

The advancement of today's games and applications brings the next level of entertainment and learning to people, especially children and youth. 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 (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”.

**TECHNICAL BACKGROUND**

There are a lot of ways to develop a game. Especially today there are a lot of game engines that are free to use like Godot, Unreal, Unity and etc. We choose to use Unity Engine because there are many tools and packages that can help our development easier. Unity also uses C# as programming its language.

These are the following software needed in our project.

* Unity Engine
* Blender
* Adobe Illustrator
* Adobe Photoshop
* Audacity