**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 85years.

**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 Limitation**

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.

**Technical Background**