MDAS WHEEL OF SOLVING: DEVELOPMENT OF 2D ANDROID GAME

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ABSTRACT

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The study was conducted from March 2017 to April 2018 at Cavite State University, Indang, Cavite to develop an MDAS Wheel of Solving: Development of 2D game for android. The development of mobile application for MDAS Wheel of Solving: Development of 2D Game for Android was conducted to help the players to enhance their mathematical skills, to give entertainment and at the same time gaining information about mathematics, and also to practice their solving skills.

The methodology used was the agile methodology. It consists of six phases: brainstorm, documentation, design, development, quality testing, and deployment.

For the development of the 2D android game, the researchers used a computer system with the following specifications: Windows 10 Enterprise 64 bits Operating System and 4GB RAM. The developers also used Construct2 Integrated Development Environment, Adobe Photoshop CS6 for graphics making, and C2Buildozer.

For the implementation, the minimum specification used for the system requires 16 Android API or Android 4.0, 2 GB of RAM, and 1024x768 pixel screen resolution. It is recommended to exceed with the minimum requirement stated to be able to experience the navigation without any interruption.

The system was evaluated by 30 respondents composed of 20 students coming from Grade 1 students of Holy Redeemer School and 10 IT experts from the Department of Information Technology. The respondents evaluated the system based on its functionality, reliability, usability, efficiency, maintainability, and portability. The results

were tabulated, analyzed, and statistically treated using mean and standard deviation.

Based on the results, the system was assessed as excellent which proves that the objectives and requirements of the system were achieved and it can be a solution to the identified problems.

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