ITEST TAKEOVER: AN ANDROID BASED TEST GAME APPLICATION FOR CAVITE STATE UNIVERSITY SCIENCE HIGH SCHOOL

THESIS

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ABSTRACT

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The study was conducted to develop an Android Based Test Game Application for Cavite State University Science High School students from grade seven to grade ten that will able to help them to study past and advance lessons while playing on their android devices in a more interesting and enjoyable way.

The developers used the Software Prototyping Model as a paradigm and guide in the development of the system. This methodology has the following phases: requirement gathering, analysis, prototype design and testing.

The system was developed using different software tools such as the Adobe Photoshop 6 for the designed creation of the characters, buildings, visualization designs and Graphical User Interface of the game; Unity5 used for functionality and running of the game; Microsoft 2010 for documentation; and Windows 7 as for the operating system.

The system was evaluated by 130 respondents based on the given criteria: functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness. The evaluators were composed of one hundred twenty (120), grade seven to grade ten students from Cavite State University Science High School, Indang, Cavite and ten (10) IT Experts from Cavite State University, Main Campus. It successfully passed all given criteria in the evaluation and met all the aimed features and functionality as well as the requirements and objectives.

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