

SPECTRAL LIGHT, 3D FIRST PERSON SHOOTING SURVIVAL GAME

THESIS

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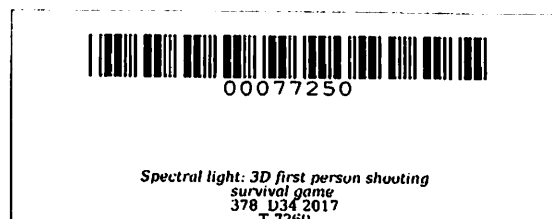
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ABSTRACT

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The study, Spectral Light: 3D First Person Shooting Game, mainly aims to help the freshmen student of Cavite State University Main Campus familiarized to the buildings of the campus together with giving them basic information and facts about computer hardwares. The proponents developed the application inspired by the game Counter Strike and Left 4 Dead in terms of gameplay of the system.

This study signifies a new way of turning the perspective of the violent games into an educational one by including information about the buildings of Cavite State University Main Campus including the route going to school premises. The systems also provide entertainment to the targeted users while having them familiar to the buildings and giving them more knowledge about the basic computer hardwares.

Furthermore, this study passed unit and integration testing and system evaluation. The ISO 9126 evaluation form was used, assessing the system in terms of its functionality, reliability, usability, efficiency, maintainability, portability and user – friendliness. Based on the result of the conducted evaluation and testing, the system was evaluated as excellent in all identified criteria.

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INTRODUCTION

Games are objects which consist of components and rules and have certain criteria: rules, a goal, always changing course; chance; competition; common experience; equality; freedom; activity; diving into the world of the game; and no impact on reality (Wolfgang Kramer, 2000).

According to Tom Clark (2016), a member of “The Dead Times”, all survival games have two basic, fundamental premises; there are rules and there are resources. The rules are general things like 'you need to eat' or 'to build structures you require materials'. Resources are the entities that make those rules possible, for example; the individual food items that you eat or the individual wooden blocks used to create a set of stairs.

The genre of first person shooter is typically violent, a fact that has given it the negative attention of governments, parents, and supporters of censorship. First person shooters are basically games played in the first person perspective that usually have the