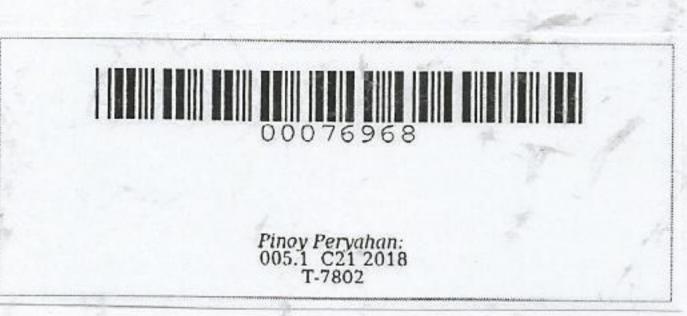
PINOY PERYAHAN: DEVELOPMENT OF AN ANDROID APPLICATION ON PHILIPPINE CARNIVAL GAMES

Undergraduate Thesis
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ABSTRACT

MOJICA, JENARD A. and CARMEN, RALPH JUSTINE P.Pinoy Peryahan: Development of an Android Application on Philippine Carnival Games, Undergraduate Thesis. Bachelor of Science in Information and Technology. Cavite State University, Indang, Cavite. May 2017. Adviser: Mr. Jake R. Ersando

The study, Pinoy Peryahan: Development of an Android Application on Philippine Carnival Games was conducted to provide the fun lovers of perya a fun experience playing perya games. Specifically, it aimed to identify the problem from survey and interview, analyze the problem by using fishbone diagram, design module application with the use of theoretical framework, develop a system with the use of Unity, SketchUp and Photoshop CS6 for the design, and evaluate the system through unit testing and integration testing.

It consist of seven (7) phases: requirements gathering phase, planning phase, analysis and design phase, implementation, application testing and debugging, evaluation, and deployment phase. The proponents used Windows 7 64-bit Operating System, 2Gb RAM, 500GB Hard Drive, i3 CPU @ 2.50GHz (4 CPU) and AMD Radeon R5 M330 Graphics card; Android as Operating system of the mobile phone; Unity as the main software, internet connection for researching, SketchUp for the three dimensional graphics design and Adobe Photoshop for creating images and icons that were used and Microsoft Word for the documentation.

The game was evaluated by the perya visitors and students of Cavite State University Main Campus, and Information Technology of this university based on the

following criteria: functionality, reliability, usability, efficiency, maintainability, portability and user-friendliness of the software and materials.

The system passed all the given criteria in the evaluation and met all the features and requirements to attain its objectives.

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