SAVE THE PRINCESS: A 2D ANDROID GAME APPLICATION

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ABSTRACT

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The study was prepared and documented from August to November 2016. The design and development of the application was conducted from August to February 2017 in Buna Lejos Elementary School and Cavite State University - Main Campus. The main objective of this study was to develop a mobile application, Save the Princess 2D Android Game Application that aimed to be a supplementary tool to help elementary students from grades 1 to 3 in understanding and learning Mathematics. It results to an effective application for the organization and become more productive students.

The researchers used Feature Driven Development (FDD) methodology as guide in the development of the application. Using a descriptive and correlational evaluation, the design and data were collected from 110 students in Buna Lejos Elementary School and 10 IT experts from Cavite State University-Main Campus.

The Save the Princess: A 2D Android Game Application passed the variety of testing including unit test, integration test, and system evaluation. In the evaluation, the system got an overall mean of 4.6017. Based on the result the system was evaluated as excellent in all the identified criteria.

Hence, there is a need to further improve Save the Princess mobile application by using Android 2D animation. Based on these key findings, it is recommended that the animation used in this application should add more animation, preferably 3D.

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