

**MINDSTER: AN ANDROID MIND GAME APPLICATION
FOR GRADE I-III STUDENTS**

Undergraduate Thesis
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ABSTRACT

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The development of Mindster, an android mind game application for Grade I - III students, was conducted to provide a game application that can practice the logical thinking skill of the students and can educate them while being entertained.

The system consists of four (4) modules namely: player's data module, gameplay challenge module, settings navigation module, and game instruction module. The player's data module is where the user enters the name and selects the grade level before to start a game. It is to access the designed game for the selected level. It only allows a single player. The gameplay challenge module focuses on the different game categories which are number series, challenge room, and instructwister. The settings navigation module includes the background music of the game and the researchers' information. Lastly, the game instruction module displays the instructions of the different game categories.

The methodology used by the researchers was the Feature Driven Development (FDD). It consists of following five (5) phases: develop an overall model, build features list, planning, design by feature, and build by feature. Sixty five respondents participated in the evaluation of the system. The respondents were composed of 60 students and five (5) teachers. They evaluated the software based on its functionality, reliability, and user-friendliness. The results were tabulated, analyzed, and statistically treated using mean and standard deviation.

TABLE OF CONTENTS

	Page
APPROVAL SHEET	ii
BIOGRAPHICAL DATA	iii
ACKNOWLEDGMENT	v
ABSTRACT	vii
LIST OF FIGURES	x
LIST OF TABLES	xi
LIST OF APPENDIX FIGURES	xiii
LIST OF APPENDIX TABLES	xiv
LIST OF APPENDICES	xv
INTRODUCTION	1
Statement of the Problem	2
Objectives of the Study	4
Significance of the Study	5
Time and Place of the Study	6
Scope and Limitation of the Study	6
Theoretical Framework	8
Definition of Terms	10
REVIEW OF RELATED LITERATURE	11
Related Studies	19
METHODOLOGY	23

	Page
Materials	23
Methods	23
RESULTS AND DISCUSSION	28
System Overview	29
Software Evaluation	40
SUMMARY, CONCLUSION, AND RECOMMENDATIONS	54
Summary	54
Conclusion	55
Recommendations	56
REFERENCES	57
APPENDICES	61