

**VEGGIE FLYER: A TWO-DIMENSIONAL ANDROID GAME FOR KIDS**

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**JEROME A. ABANEL**  
**EDWARD DANZEL A. MORENO**  
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Republic of the Philippines  
**CAVITE STATE UNIVERSITY**  
Don Severino de las Alas Campus  
Indang, Cavite  
☎ (046) 4150-010 / (046) 4150-013 loc 206  
www.cvsu.edu.ph

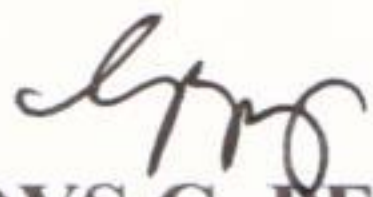
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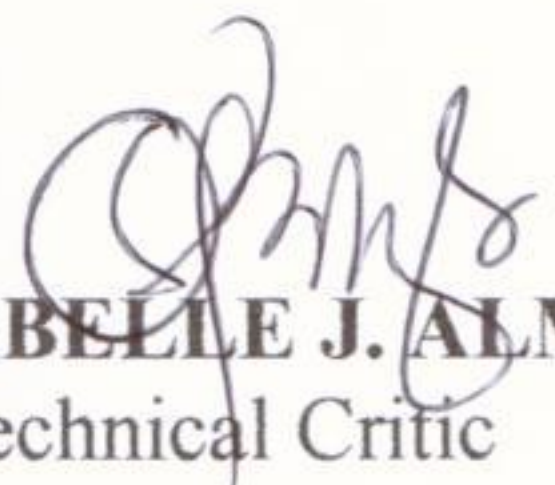
**AUTHORS : JEROME A. ABANEL and EDWARD DANZEL A. MORENO**

**TITLE : VEGGIE FLYER: A TWO-DIMENSIONAL ANDROID GAME FOR KIDS**


APPROVED:

  
**GLADYS G. PEREY**  
Adviser


5/4/2017  
Date

  
**ANABELLE J. ALMAREZ**  
Technical Critic

5-4-17  
Date

  
**GLADYS G. PEREY**  
Unit Research Coordinator

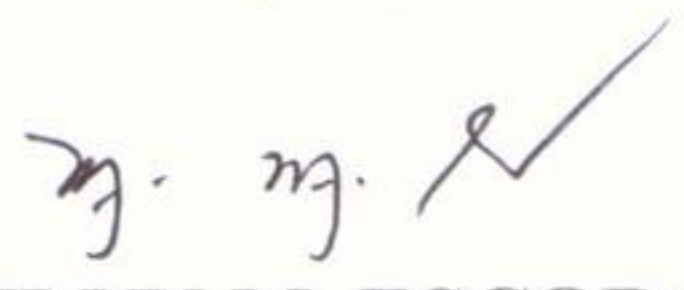
5/8/17  
Date

  
**MARLON R. PEREÑA**  
Department Chairperson

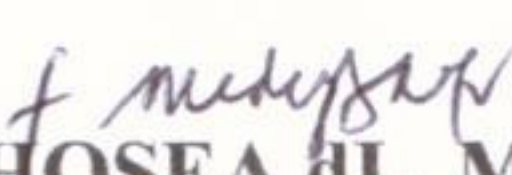
5-8-17  
Date

  
**RENATO B. CUBILLA**  
College Research Coordinator

\_\_\_\_\_  
Date

  
**MARILYN M. ESCOBAR**  
Dean

\_\_\_\_\_  
Date

  
**HOSEA M. MATEL**  
Director for Research

MAY 09 2017  
Date

OCT 18 2017



## ABSTRACT

**ABANEL, JEROME A. and MORENO, EDWARD DANZEL A. Veggie Flyer: A Two-Dimensional Android Game for Kids.** Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang, Cavite. May 2017 Adviser: Ms Gladys G. Perey.

This study was conducted from August 2016 to April 2017 at Cavite State University, Indang and Silang, Cavite to develop a two-dimensional (2D) android-based game for kids called Veggie Flyer that will give information and entertainment to the players and provide them satisfaction. Specifically it aimed to: 1. attract the users especially the kids, to play an educational game; 2. design and develop an application that will give children the awareness about the consequences of eating junk foods; 3. design and develop an application that will show the benefits of the vegetables and encourage the users especially the kids to eat it; and 4. evaluate the system through the use of unit testing.

The proponents used the agile methodology in developing system. This methodology has four phases: requirements, design, implementation and testing.

The system was developed through the use of different software tools: Construct2 as the android development platform and Adobe Phonegap for building and converting to Android package kit. In addition, Adobe Photoshop was used for editing the images, textures and for the application, and Microsoft Word 2010 for the documentation. The system has three modules: game setting, information, and game play.

The system was evaluated by 100 participants based on the given criteria: functionality, reliability, usability, efficiency, maintainability, and portability. The system



passed all the given criteria in the evaluation and met all the aimed features and functionality as well as the requirements and its objectives.

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