

**✓ HEROES OF THE PAST: A 2 DIMENSIONAL ANDROID GAME ABOUT
PHILIPPINE HEROES**

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ABSTRACT

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The system entitled “HEROES OF THE PAST: A 2 Dimensional Android Game About Philippine Heroes” was developed to help the students in their study about Philippine history. It provides each student a different trivia and information on a certain hero that would serve as an additional teaching tool as well as give them an enjoyable game while learning.

The Scrum methodology was used in the development of the system. It is divided into five (5) phase which includes Initiate, Plan and Estimate, Implement, Review and Retrospect, and Release. The game-based learning application was developed under Construct 2 as scripting language, Intel XDK, and Apache Cordova for cross-platform development environment and framework, Emulator as the virtual mobile device during the mobile application development, Adobe Photoshop 6 for the enhancement of the design of the mobile application, and Microsoft Office Word for the documentation.

The system undergone several series of testing and software evaluation by using indicators that were graded from 1 to 5 wherein 5 is rated as excellent, 4 as very good, 3 as good, 2 as fair, and 1 as poor. One hundred thirty (130) students from Cavite Science High School, and ten (10) IT experts evaluated the system to verify the functionality. In accordance to the results of the software evaluation, large number of participants rated the system as outstanding which shows that the objectives and requirements of the system were achieved.

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