COMSCIM: AN ACADEMIC BASED ROLE PLAYING SIMULATION GAME OF A COMPUTER SCIENCE STUDENT

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PERCIVAL IAN C. ALONZO
QUEENIE M. BUAN

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ABSTRACT

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The development of COMSCIM: An Academic Based Role Playing Simulation Game of a Computer Science Students was aimed to simulate actions in a school environment and to convey properly managing time of the Computer Science students. The study was proposed on February 2016 and finished on May 2017. Data gathering were conducted electronically at the Ladislao N. Diwa Memorial Library of Cavite State University -Main Campus.

In developing the game software successfully, iterative development process was used for the software. Every process were tested individually so that the desired software were met. For software development, Windows 8.1 was used as the operating system, Ren'Py for the game engine, Python as the scripting language, Commissioned and Open Source assets for the design and graphics and Microsoft Word for documentation. The software evaluation was participated by fifty (50) Computer Science students of Cavite State University -Main Campus.

The overall result of software evaluation with the criteria of functionality, reliability, usability, efficiency, and user-friendliness shows that the software was excellently done. It means that the proponents met all the expectation and desired output for the developed software.

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