

TIME TROUBLE: A THREE DIMENSIONAL GAME

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Aprilyn Hope D. Grecia

Alexander L. Revereal

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ABSTRACT

Gaming is popular to anyone of all ages. One of the game genres that is most popular today is the role-playing game or RPG. According to a study, computer games increase motivation and can be an effective way to enhance learning. Time Trouble, a three dimensional game was created to both entertain and educate the player. It is an action-adventure interactive role-playing game.

The game aimed to use game manager modules, player controllers and game objects. The researchers based their story on some points in the Philippine history. Philippine history trivia are scattered throughout the game as the player ventures inside the game. The researchers also included math questions as subgames as the player's means to improve the character's attack, life and chance to gain new skills. To finish the game, the player must collect all the orbs scattered throughout the game and to collect them, the player must complete and defeat the challenges. The first stage contains two orbs, one blue and one red. The second stage also contains two orbs, one blue and one red. The last stage have four orbs, two blue orbs and two red orbs.

Time Trouble was created using game manager modules, player controllers and game objects. These components were essential to game building. The method used in developing the game was rapid application development to decrease the time it took to finish the development. The modules present in the game developed, the researchers successfully created a history-based three dimensional role playing game which incorporates math questions.