ABSTRACT

This environmental behavior research game was conducted to determine the user's critical analysis, ensuring with strategic thinking, safety, and quick response time while battling another user. Specifically, this study aimed to create a fighting game that would enhance the user's skills, abilities, and quick response time while playing in versus mode with another user. The study also aimed that the game will be playable on laptops and PCs devices with low specifications.

The study's respondents were 536 Capiz State University – Mambusao Satellite College students during the academic year 2022 – 2023.

The evaluation of the system was based on the ISO 25010 criteria determining the acceptability of the system's acceptability through its functional suitability, maintainability, performance, efficiency, compatibility, reliability, usability, security, and portability.

Generally, the system was "Acceptable", as indicated by the grand mean of 3.92.