

A number of players are fans of adventure story games. In our thesis, we are trying to not only create such a game, but we are also focusing on extending the editor to make future work on both the design and the implementation of our game easier. We are using game engine Unity. The result of our work is a 2D adventure story game with 3D graphics, divided into levels. In the game, player controls the main character and throughout the game he must use different items, weapons and equipment to fight enemies and interact with other characters. At the end of each level there is a special boss. The story of the game is told in a form of quests, given to him by characters in the game and in a form of dialogues with those characters. We implemented extensions for the Unity editor to make creation of new levels and the work on them easier. We provided tools for adding enemies, items and other characters to the levels and editing them. Designers can use graph editors for creating and editing quests and dialogues in the game.