

The main goal of the thesis is to implement a Role-Playing-Game (RPG) with a complex system of items in the development environment named Unity. The game is set in a 2D medieval world. The main character is a knight that can run, crawl and jump across the platforms. Apart from that, the player can fight enemies, collect various resources, and search for recipes and parts of the armor. Then, these items can be used to craft equipment, which enhances the knight's abilities. However, the equipment attrites, so it is necessary to repair it. Otherwise, after some time, the equipment is destroyed. We designed the game to be extendable – one can add new items, resources, and the knight's attributes with relative ease.