

# Abstract

In this thesis, we introduce 2D game editor providing environment for creation of simple computer games, such as FlappyBird or JumpKing. We present an alternative to other existing game editors, which are either paid (such as Construct 3), or require higher proficiency level and programming skills (such as GameMaker or Godot). Our editor offers interesting features such as usage of custom graphics, music, or customization of laws of physics. For advanced users, it provides simple scripting language, which can be used to modify those properties as well. The usage of the editor is demonstrated on the examples of the traditional game Mario and already mentioned game FlappyBird.