

Title: Graphical engine for FPS

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Abstract: The aim of the present thesis are technologies of computer games development. Thesis is mainly focused on FPS (first person shooter) type of games. For that type of games is typical three dimensional graphics. Main topics of that text are related algorithms, structures, libraries and optimizations, which lead to successful realization of computer game. Important part of the thesis is concrete implementation of game which uses described solutions.

Keywords: engine, 3D graphics, artificial intelligence, navigation, game