

## SUMMARY

The bachelor thesis with the topic "Working with a storyline in computer games" consists of two parts. The first part defines and explains necessary terms which are connected with the narrative methods or playing computer games. There is also described how the story works and its parts in general, relevant game and literary genres. This part also references to some scientific approaches, which have already been applied to the narrative components of computer games. Second part of the bachelor thesis is dedicated to analysis, interpretation and comparison of two particular computer games according to defined theoretic findings. These games are *World of Warcraft* and *The Black Mirror*, which are different almost in all aspects, thus they are suitable for showing their various working with the story. This bachelor thesis tries to show a specific conception of the story within the computer game, which is considered as a separate medium.