

Title: Destroy the Castle: A 3D Magic Carpet-like Game

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Abstract: The goal of the thesis is to create a computer game based on a game called Magic Carpet. The game has two main interesting aspects from the programming point of view: artificial intelligence and an editor. The artificial intelligence uses different approaches to create distinctively thinking enemies. The editor allows a designer to create new castle levels, spells and monsters.

Another goal of the thesis is to make sure, that this kind of game can be created using Unity game engine, and to determine it's advantages and disadvantages. Gradually, we focus on individual problems and decisions that had to be made and how we solved them using Unity game engine.

Keywords: 3D Game, spells, Destroy the Castle, editor, Unity