

DIPLOMA THESIS

Documentation

Author(s)	Peißl, Grgic, Schmiedpeter
Form, academic year	5BHWIN, 2025/26
Topic	Design & Development of a Videogame
Co-operation partners	HTL Leoben

Assignment of tasks	The goal of our diploma project is to develop a medieval first person game featuring swords and magic. We aim to cover the entire process from creating 3D models and designing the level to implementing everything in Unreal Engine 5 in order to produce a playable and technically polished result.
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Realisation	The game is being developed collaboratively in Unreal Engine 5. Peißl designs the boss room, user interface, and cutscenes. Schmiedpeter creates and animates the boss and the player character. Grgic programs the gameplay mechanics, boss logic, and ensures the technical functionality.
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Results	A playable boss fight set in a medieval environment featuring functional controls, animations, UI, and cutscenes. The final product is intended to be visually cohesive, technically stable, and fully playable as a complete scene.
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Illustrative graph, photo (incl. explanation)	
Boss room with all the environmental Effects. Also shows the art style of the game.	

Participation in competitions Awards	None
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Accessibility of the Diploma Thesis	In the future it will be accessible in the library
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Approval (Date / Signature)	Examiner	Head of College
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