CZECH TECHNICAL UNIVERSITY IN PRAGUE

FACULTY OF INFORMATION TECHNOLOGY

ASSIGNMENT OF BACHELOR'S THESIS

Title:	Educational turn-based RPG
Student:	Tomáš Havlík
Supervisor:	Ing. Miroslav Balík, Ph.D.
Study Programme:	Informatics
Study Branch:	Software Engineering
Department:	Department of Software Engineering
Validity:	Until the end of summer semester 2017/18

Instructions

Design and implement a prototype of an educational turn-based RPG for PC and tablets using Defold 2D game engine.

The game features a battle system similar to Final Fantasy: Tactics and Dofus. When the player casts a spell, he/she is given a query containing kanji character(s) that require him/her to type the correct pronunciation in hiragana.

1. Analyse and explain the marketplace (including non-gaming applications) and specify requirements for the game to have a chance of succeeding.
2. Design a combat system featuring a player fighting turn-based battles against a variable number of enemies, explain the connection between spells and the educational element.
3. Design a pacing system (quests) to keep the player entertained for a longer time.
4. Design an economy diagram and discuss the item system and how it motivates the player.
5. Implement and provide a playable prototype featuring a small in-game area.
6. Discuss possible future add-ons.

References

Will be provided by the supervisor.

Ing. Michal Valenta, Ph.D.
Head of Department

prof. Ing. Pavel Tvrdík, CSc.
Dean

Prague November 17, 2016