

PL:Celem pracy było stworzenie prototypu gry typu FPS (first-person shooter) z wykorzystaniem silnika Unity. Gra umożliwia graczowi zarówno sterowanie klawiaturą i myszką, a także głosem. Do jej stworzenia oprócz silnika Unity w wersji 2018.4.15f1 wykorzystano również Visual Studio 2015.

ENG:The subject of the Thesis was building the FPS (first person-shooter) game using the Unity engine and speech recognition. The main goal was to get familiar with Unity engine which was used to build the game. What is more, an important part of the project was the implementation of the speech recognition. The project was built around possibilities given by the Unity Engine therefore the aspect of creating graphics and music tracks, which were downloaded from the Asset Store, was omitted. Apart from the Unity Engine in version 2018.4.15f1, Microsoft Visual Studio 2015 was used to maintain the project.

https://www.youtube.com/watch?v=ba5P1ZE_5YA see my project