



SCHOOL OF COMPUTATION, INFORMATION AND TECHNOLOGY

TECHNICAL UNIVERSITY OF MUNICH

Bachelor's/Master's Thesis in ...





SCHOOL OF COMPUTATION, INFORMATION AND TECHNOLOGY

TECHNICAL UNIVERSITY OF MUNICH

Bachelor's/Master's Thesis in ...

Author:

Examiner:

Supervisor:

Submission Date:

I confirm that this bachelor's/master's thesis in ... is my own work and I have documented all sources and material used.

Munich,

Acknowledgments

hello thank you to everyone

Abstract

Contents

Acknowledgments	iii
Abstract	iv
1 Introduction	1
2 Conclusion	2
List of Figures	3
List of Tables	4
Listings	5
List of References	6

1 Introduction

In PaceMaker [1], we can see game design is cool.

2 Conclusion

List of Figures

List of Tables

Listings

List of References

- [1] J. Geheeb, D. Dyrda, and S. Geheeb. "PaceMaker: A Practical Tool for Pacing Video Games." In: *2024 IEEE Conference on Games (CoG)*. IEEE. 2024, pp. 1–8.