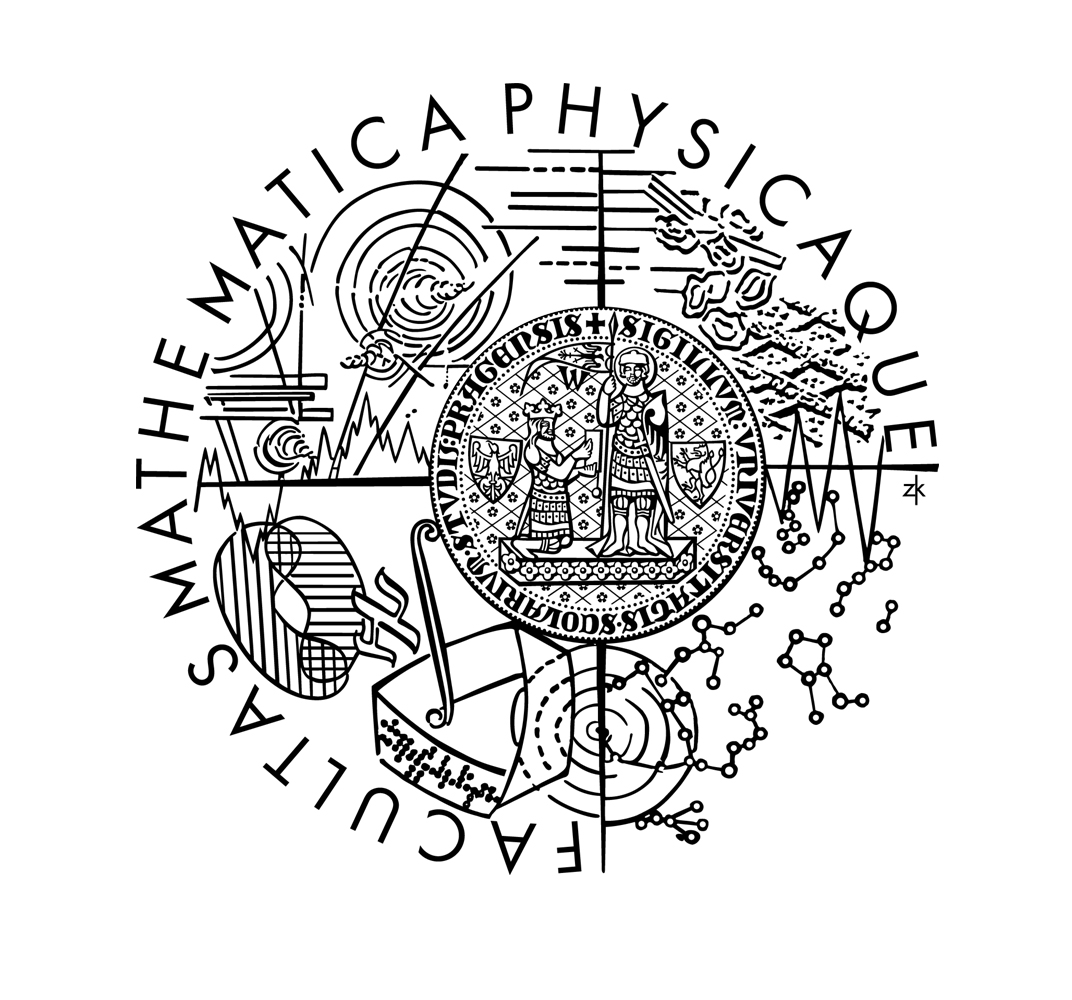
Charles University in Prague

Faculty of Mathematics and Physics

**BACHELOR THESIS**



Štěpán Havránek

**3D action game in a bizzare city**

Department of Theoretical Computer Science and Mathematical Logic

Supervisor of the bachelor thesis: Mgr. Tomáš Balyo

Study programme: Computer Science (B1801)

Specialization: Programování Bc. R4 (NIPR4B)

Prague 2013

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Autor: Štěpán Havránek

Katedra / Ústav: Katedra teoretické informatiky a matematické logiky

Vedoucí bakalářské práce: Mgr. Tomáš Balyo, Katedra teoretické informatiky a matematické logiky

Abstrakt: [abstract of 80-200 words in Czech, but not a copy of the assignment of the bachelor thesis]

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Title: 3D action game in a bizzare city

Author: Štěpán Havránek

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Abstract: [abstract of 80-200 words in English, but not a copy of the assignment of the bachelor thesis]

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# Introduction

There are many of action games with 3D graphical visualisation made. Main reason for start using synthetized 3-dimensional space was to bring more realistic feeling from the game to the player. Nowadays developers and designers are trying to make better and better simulation of this world using 3D. Aim of this paper is different from these ideas. It deals with game situated in space which doesn’t follow basic physical laws of our world.

Let’s figure out a game that maybe looks like classical 3D space. But parts of game map are connected to each other as a generic graph. In this game you can go straight until you reach your first position. But you don’t come from the back of your original stand at all. For example you can come from the right or from any other direction. And this is the world of our game.

# Detail description of the game

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The range of the thesis is given in standard pages. One standard page contains 30 lines of 65 characters (the line 30 is for the page number).

The font recommended is twelve point (12 pt) with a standard distance between lines (line spacing 1.5). The text of mathematical theorems is usually printed to highlight the so-called slanted font, which is similar to italics. Text is written in blocks. A new paragraph is usually separated by indentation of the first row.

It is primarily recommended to use single-sided printing, though two-sided printing is not prohibited. For two-sided printing it necessary to consider the correct edge width. The reverse of the title page remains blank.

Top, bottom and right margin 25 mm, left margin 40 mm. The entire text must keep the same layout. The work is printed on white A4 paper.

Pictures, diagrams and tables are numbered so that they can be referred to in the text. They must bear a description usual for scientific papers. Descriptions of tables, figures and diagrams, including their numbering are given below, with the same size font as the text of the thesis, and below the graphical representation the source is stated in italics and font size is smaller than the basic text.

Abbreviations used in the text should always be explained at the first occurrence (in parentheses, or a footnote, if it is a more complicated explanation of the term or abbreviation). At the same time a list of abbreviations, including their explanation is given.

A longer text by another author must be given in quotation marks, or otherwise indicated, and properly cited.]

**1. Title of the first chapter**

1.1. Title of the first subchapter in the first chapter

1.2. Title of the second subchapter in the first chapter

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**Epilogue / Conclusion**

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**Attachments**