

UNIVERZA V LJUBLJANI  
FAKULTETA ZA RAČUNALNIŠTVO IN INFORMATIKO

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## **Frodo's Nightmares**

SEMINARSKA NALOGA  
VISOKOŠOLSKI STROKOVNI ŠTUDIJSKI PROGRAM  
PRVE STOPNJE  
RAČUNALNIŠTVO IN INFORMATIKA

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## ***Abstract***

Here you can write the abstract of your work. This should give a concise summary of your research, game design, and findings.

## **0.1 Pregled igre**

### **0.1.1 Opis sveta**

This section contains the description of the game world.

### **0.1.2 Pregled**

Here you can describe an overview of the game.

### **0.1.3 Ozadje**

This is the background of the game. You can insert an image here:



### **0.1.4 Ključne lokacije**

Describe the key locations within the game world here.

### **0.1.5 Velikost**

Discuss the size of the game world or levels.

### **0.1.6 Objekti**

Describe the main objects or elements in the game.

## 0.2 Igralni pogon

This section describes the game engine used, its features, and how it supports the gameplay.

## 0.3 Pogled

This section describes the perspective or camera view in the game.

## 0.4 Osebek

Here you describe the protagonist or main character of the game.

## **0.5 Uporabniški vmesnik**

This section describes the user interface of the game, how the user interacts with it, and any menus or controls.



## 0.6 Gameplay

Here you can describe the gameplay mechanics, objectives, challenges, and how players interact with the game world.

## **0.7 Zaključki in možne nadgradnje**

Conclude your work here, and suggest possible improvements or upgrades for the game.