

UNIVERZA V LJUBLJANI
FAKULTETA ZA RAČUNALNIŠTVO IN INFORMATIKO

Tim Thuma (63230333), Tilen Medved (63230207),
Luka Hribar (63230109)

Frodo's Nightmares

SEMINARSKA NALOGA

VISOKOŠOLSKI STROKOVNI ŠTUDIJSKI PROGRAM
PRVE STOPNJE
RAČUNALNIŠTVO IN INFORMATIKA

MENTOR: izr. prof. dr. Iztok Lebar Bajec

Ljubljana, januar 2025

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.