

Supervisor assessment of Bachelor's Thesis

Student: Hubík Antonín

Title: Mobile Game for Practicing English Vocabulary (id 25035)

Supervisor: Dyk Tomáš, Ing., DITS FIT BUT

1. Assignment comments

The goal of this bachelor's thesis is to develop mobile game based on the rules of word soccer ("slovní fotbal"). I consider the assignment to be more difficult, as it involves multiple areas of development that he had to get familiar with

- communication between multiple devices
- implementation of authentication service
- player rankings and leaderboard
- Azure deployment
- fetching data from dictionary
- GUI

2. Literature usage

Student used the recommended literary sources by the supervisor and also found other sources on his own. I consider these to be relevant to the work and up to date.

3. Assignment activity, consultation, communication

The student was very active from the beginning of the project until its end, consulted regularly and was always well prepared for consultations.

4. Assignment finalisation

The bachelor's thesis was completed on time and student consulted its content. He incorporated comments into the final version.

5. Publications, awards

I do not know the publishing activity or any awards.

6. Total assessment

very good (B)

Student worked on the bachelor's thesis very actively for both semesters. During that he encountered limitation and problems in selected frameworks, which should be taken into account. He managed to overcome and solve most of the problems.

He developed mobile application and servers with game backend and authentication. Due to the issue in bi-directional communication during local testing, the application had to be submitted as only one player game, but with prepared solution for multiple players.

Even though the mobile game was finished with this limitation, I'm very happy with the work done.

Therefore, I propose an overall grade of **B**.

In Brno 3 June 2022

Dyk Tomáš, Ing.
supervisor