

Supervisor assessment of Bachelor's Thesis

Student: Štefáček Michal
Title: Simple Game Engine (id 25176)
Supervisor: Starka Tomáš, Ing., DCGM FIT BUT

1. Assignment comments

This thesis is about creating a simple game engine for 2D games and demonstrating its capabilities. The field of game engines is very broad, encompassing rendering, audio, UI, scripting, etc. I assess the difficulty as hard. The assignment was fulfilled with a bonus in the form of SDF font rendering. And as a demonstration, there is a simple space shooter.

2. Literature usage

The student has used lots of relevant and solid sources.

3. Assignment activity, consultation, communication

The student was working although the communication was lacking.

4. Assignment finalisation

Same as before. The work was presented only a few days before the deadline.

5. Publications, awards

6. Total assessment

excellent (A)

Although the student was working on his own the output seems to be very good. The engine is capable of not only rendering 2D sprites in somewhat optimized form but it also handles audio. Worth noting is the bonus in form of advanced implementation of font rendering using the Signed Distance Field which is quite popular nowadays.

In Brno 13 May 2022

Starka Tomáš, Ing.
supervisor