Bachelor Thesis Review

Faculty of Mathematics and Physics, Charles University

Thesis author Ogulhan Bozkir

Thesis title Just Blade: A 3D melee combat game in a medieval

setting

Year submitted 2024

Study program Computer Science

Specialization Foundations of Computer Science

Review author Filip Kliber Advisor **Department** Department of Distributed and Dependable Systems

Overall good OK poor insufficient

Assignment difficulty			X	
Assignment fulfilled			X	
Total size	text and code, overall workload	X		

The goal of this thesis was to develop a 3D combat game in a medieval setting. The interesting part is that the player is able to use a melee weapon to attack and defend from four directions which requires some thinking while playing the game. The author put a lot of extra effort into this thesis to make the visual part of the game more appealing (e.g., by creating 3D models of game characters). I consider this thesis successful.

Thesis Text good OK poor insufficient

Form	language, typography, references		X	
Structure	context, goals, analysis, design, evaluation, level of detail		X	
Problem analysis		X		
Developer documentation		X		
User Documentation		X		

The textual part of this thesis is well written. The author analyses the problem in great detail. The description of implementation is very technical and provides a good explanation of various details. The user documentation is of a high quality and is accompanied by an in-game tutorial.

Thesis Code good OK poor insufficient

Design	architecture, algorithms, data structures, used technologies	X	
Implementation	naming conventions, formatting, comments, testing	X	
Stability		X	

The source code is well organized and well documented. Because the work on the implementation spanned several semesters, one can see a few hacky bits in the source code, but overall it's very readable. The game visuals look very decent and the 4-directional combat system adds a lot of value to the gameplay.

Overall grade Excellent
Award level thesis No

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