

Academic Year 2024/2025

## **Diploma Project – Supervisor’s Review**

**Student’s Name and Surname:** BA Iris Neag

**Diploma Project Title:** MANSION

At the beginning of her studies, Iris decided to create an ambitious project in the form of a digital game. The topic itself represented great potential and a solid background for the next steps. However, game development is too complex for one person. Especially if one decides to develop solo in the Unreal engine.

The resulting project presents three core areas that could be merged into a representative demo in the future. These are a basic narrative framework, a general interior and exterior excursion, and the design of two key characters. At the alpha prototype level, there was also the development of elementary game mechanics and principles. Although each part received different types of care and time over the course of two years, the preference for visual design ultimately prevailed. A solution that, in its essence, best reflects the original core of the theme.

Now the core element of the diploma project is the design of two characters and their execution in selected software tools. The characters are also presented as game ready, which means their immediate functionality in the selected game engine. This technical dimension cannot be practically verified. The documentation of the work or the result itself does not present the technical aspects of the characters. Rig, wireframe, topology in general. Simply a general insight into character optimization is missing. Their visualization in UE does not mean that the character is game ready. For this reason, it makes sense to judge characters more visually, in relation to the original idea.

At this level, the functionality of the characters comes into consideration. The stylization itself encounters anatomical problems even in simplified form. Only very basic design information is conveyed here. If characters are to be key carriers of information, it is essential to shape their design not just visually, but primarily in relation to game mechanics. The narrative design of characters is primarily interesting when it really shapes their overall logic and solution.

It's appropriate to consider the project as a draft, which would need at least two years into the production phase. Characters are essentially visualizations and can be evaluated on the level of atmosphere and other coloration of stated goals. Assume that the final installation of the overall project will function as an excursion into a work-in-progress game with chaotic priorities.

I wish Iris to be able to get the project to the production stage. I believe she can make it. Especially if she has more confidence in herself. At the same time, it's important not to put any more trust or time into solo development. It's a path that doesn't make sense in relation to tools like UE. Good luck with that.

**Questions for discussion:**

What went wrong with the thesis project?

How will the project continue?

**Assessment:**

I recommend the work for defense.

**Proposed grade:**

C

**Reviewed by:**

MgA. Vojtěch Vaněk

**Date:** 2.6. 2025