

Zgłoszenie tematu INŻYNIERSKIEJ pracy dyplomowej

STUDIA I STOPNIA rok akademicki 2021/22

Promotor:	dr hab. Jozef Kapusta, prof. UP
Temat pracy dyplomowej (j. polski, j. angielski):	<i>Comparison suitability and performance Vanilla JavaScript and selected external library for developing 2D games</i> Porównanie przydatności i wydajności Vanilla JavaScript i wybrana zewnętrzna biblioteka do tworzenia gier 2D
Zakres pracy i oczekiwane rezultaty praktyczne:	Since the introduction of the JavaScript API, modern browsers have intuitive capabilities that enable them to render more complex and sophisticated 2D and 3D graphics without relying on third-party plugins. Except for pure JavaScript, there are many widely adopted game engines to choose from. The aim of the thesis is comparison Vanilla JavaScript and the selected external library. Comparison will focus on the suitability and performance of these technologies for developing 2D games. The student will create his set of simple examples about developing 2D games with selected technologies. An important part of the thesis will be a critical evaluation of the suitability of these technologies.
Aspekt inżynierski*:	Application selected methods of developing 2D games, modify methods for specifics problem.
Wymagane oprogramowanie/języki programowania**:	JavaScript, Vanilla JavaScript
Środowisko uruchomieniowe**:	
Dodatkowe wymagania i uwagi:	English Language
Literatura**:	<ol style="list-style-type: none"> 1. Vanilla JS, online: http://vanilla-js.com/ 2. HTML Game, online: https://www.w3schools.com/graphics/game_intro.asp 3. 2D breakout game using pure JavaScript, online: https://developer.mozilla.org/en-US/docs/Games/Tutorials/2D_Breakout_game_pure_JavaScript 4. Game development, online: https://developer.mozilla.org/en-US/docs/Games

*należy uzasadnić/wskazać, czy praca spełnia wymagania inżynierskie