Author: Jiří Štípek Supervisor: Inq. Tomáš Milet, GAME WITH METROIDVANIA MOTIFS AND PSYCHOLOGICAL ELEMENTS Phobias: Fear of heights · Fear of the unknown Fear of darkness · Fear of death Fear of sharp objects rear of water Objective: This bachelor thesis focuses on creating an original video game that not only provides players with enjoyment but also raises awareness about various phobias and their mpact on the human psyche.