

The goal of the thesis is to design and implement a computer enemy (called bot) of the game 3D maze. The reasoning of the bot is realized by a finite state machine technique. The bot fight consists of finding and aiming an enemy (for bot it's human), selecting of best weapon, shooting and possible refreshing of health and ammo by picking relevant objects. The bots cooperation is based on noticing another close bots about an enemy position, if found, or a dangerous missile. The patrolling of the bot in a non-fight state is made using so-called waypoints. The thesis also contains the analysis of different approaches and implementation of the optimal one for this type of a game.