

Many players like to play strategic and RPG games. Nowadays, it is almost necessary, that a player can play against players all over the world, which will be the key element in designing and implementation of our game. The goal of the thesis is to design and implement a 3D computer game with multiplayer mode with action and strategic elements, which is played from a third-person view while using modern tools for creating games. The player can gather wood from trees in the world, which can be used to either build or upgrade structures and creating nonplayer entities, that are gathering this resource by themselves. In the game, we can find neutral buildings. When they are captured, they produce other types of resources, which can be used for equipment to be able to fight against other players. The goal of the game is to destroy the enemy's main building. The game offers multiplayer mode 1v1, where any player around the world can connect and play. The game is implemented using the Unity game engine, which offers wide options for game creation. In this thesis, we are solving matchmaking problems and implementing our own solution, which offers players to either create or connect to a game. Within problem analysis, we discuss choosing the best framework supporting creating multiplayer games inside Unity, or we solve player interaction problems with the game world.