

The goal of the thesis was to create a real-time strategy game with a unique resource system. Resources are spread continuously across the map. Buildings (represented by plants) gather resources from their neighbourhood. The game can be played against the computer. The game contains features common for the genre – user interface for units management, automatic navigation of units on the map, fog of war. The user can add new maps and units to the game. It is also possible to create a new implementation of artificial intelligence in C#. User interface uses the WinForms library, the drawing of game objects is done via OpenGL API.