

The first part of presented work contains a description of the technological structure of the web application - a system for virtual simulation of a sport world controlled by user's active management of a team. The structure is divided into multiple layers - presentation, application and database. Use and utilization of particular frameworks on these layers are described in the work. In the second part we examine the implementation of the model used to generate the course of the match taking into account the parameters influenced by the managing abilities of users owning their competing teams. We introduce Markov models, their use in our model, connection between coincidence and observation of the situations and we perform statistical analysis of the results.