

The aim of the present work is to convert a wellknown board game Settlers of Catan into a computer game for two to four players playing over a computer network. Common aspects and attributes of board games that must be taken into consideration during the design of the program including several possibilities of implementation of such a game are covered in the first parts of this work. The rest of the work is devoted to the implementation of one particular game – Settlers of Catan, description of the communication, representation of players, game plan and all the game mechanisms and rules of the game.