

In the presented work is described a creation of simple football manager computer game. Game events are simulated by days. Control is accessible via the web browser. Simulating program simulates the matches by means of discrete simulation, the output of the simulation are text commentaries from the matches as well as simple two-dimensional display of the match progress. Managers influence the results of the matches by choosing tactics and selecting players for the matches. There is an artificial intelligence implemented for the managers, that are controlled by the computer program. For its implementation were used two different methods - simple hill climbing and genetic algorithms. Both methods are able to improve their performance during the simulation. In the conclusion of the work, results obtained by the methods are compared.