

The aim of this thesis was to implement a board math game Abaku. Abaku is a game for 2 to 4 players similar to Scrabble, but instead of composing words, we compose arithmetical problems. Players connect to the game server to play with each other or play only locally against artificial intelligence. In the case of a multiplayer game, at the end of the game, the statistics for the given players are displayed. They are stored in the database. Furthermore, part of this work is also a program for performing database operations.