

The aim of this thesis is a comparison of a few selected methods of an artificial intelligence in a specified strategy game. The thesis contains three parts.

The first part specifies a model of the strategy game, whereat are simulated some experiments. It defines objects that occur in the game, relation among them, and used algorithms.

The second part specifies of the artificial intelligence that is used in the strategy game. It explains the genetic algorithm and shows a few methods of so called selection, crossing, and mutation. It describes some basic artificial neural networks and their architectures.

The last part describes several algorithms of the artificial intelligence using theory from the second part. It compares their efficiency on the simulated experiments.