

In the present work I devote to simple turn-based strategic game design and implementation of a platform for testing algorithms for this game. Another part of the work is implementation of various types of algorithms for this platform. I have implemented one algorithm based on map and game environment analysis without any prediction or searching the game state space. Next two algorithms are based on searching the game state and making decisions using modified Minimax algorithm. The last two algorithms are inspired by method called Monte Carlo Planning.