

The aim of this thesis is the design and implementation of a network turn-based strategy for two and more players where every single player governs his towns, armies, resources and units, fights against other players and develops his heroes. Game contains 2D graphic interface and provides a possibility to play over local network based on client-server architecture. Program also contains artificial intelligence for computer player. Thesis also contains comparison with similar existing projects, description of possible approaches to solution of artificial intelligence in area of decision making and analysis of implementation problems, especially in area of network communication and artificial intelligence.