This work is concerned on implementating an environment for simulation of artiffcial world and studying the evolution of simple artifficial creatures. First, the basic principles od this model are described, as its creation, changing, growth of food, lifetime of individual creatur and means of their reproduction. Next, this environment is implemented in C++ language, there is explained, how to use implemented program, automatic changes in simulation by scripts is described and also how to get statistical data for next elaboration.