

This work goes into roulette gambling. Its pivotal intension is to design and implement this game. The application provides two playing modes: "training game" working o -line and "real game" that performs multi-player game on-line. The work takes a focus on speed and reliability of network communication and on user-friendly 3D casino environment. Furthermore, the program provides playing and simulation of game systems implemented in the program and allows importing own system. The application is written in C# language for Windows platform. Network communication is realized via .NET Remoting.