The goal of the Bachelor thesis is to implement a variant of Sokoban game and to create a community website for players which would provide means for comparison of players' results. The work will include:
- two game modes: single player and network game for two players,
- solving of rounds with the help of existing Sokoban solvers and solutions of players,
- creating of rounds and
- possibility of programming particular objects via plugins.
The game will be programmed in C#, the website in PHP and MySQL.