

The goal of this thesis is to design and implement a board game Sector 66, which is based on the rules of Quoridor game designed by Gigamic company. Sector 66 is a game for two to four players with a 3D representation of the scene. It is possible to play it over a network or against the computer. It also offers expandability by plug-ins with fields of game plan and spells. It is possible to start the game based on prepared template, which can modify game rules in a certain way.