

The main purpose of this work is to bring the almost forgotten turn-based board game Triplanetary from the 70s and the beginning of the 80s of the last century to the screens of today's computers. The program allows multiple players to play on one computer in the so called hotseat mode two of the several scenarios available in the original game - racing Grand Tour with the option to play with computer controlled opponents and battle Nova for three players. However thanks to the suitable design it is easy to implement the rest of scenarios or of course add completely new ones provided the user has the knowledge of JAVA which the game is programmed in. Another advantage is the option to save and exit the game at any time and return to it later.