Development of intelligent virtual agents is a complex task. One of the important sub-tasks is creation of behaviors. It is highly desirable to test behaviors of intelligent virtual agents in an actual virtual world, not in a simplified substitute. Over the past several years the Pogamut platform has been developed, which allows intelligent virtual agent behaviors to be tested in several gaming worlds, but none combines complexity, dynamicity and extensibility. It was decided to fill the gap by creating the EmohawkVille virtual world. EmohawkVille is a first-person virtual world in a day-to-day life setting. The purpose of this thesis is to explain why is EmohawkVille needed and to document features, design and development of EmohawkVille and its Pogamut module. The thesis also presents results of a case study that confirms the EmohawkVille's suitability for experiments concerning intelligent virtual agent behaviors.