

This bachelor thesis is focused on team cooperation of a couple of agents in the environment of Unreal Tournament (UT) in the fundamental team-play mode. I worked on realization of autonomous behavior, communication, synchronization of important informations and implementation of tactical operations. Better informed agent could deliver more sophisticated performance and credibility. I implemented the project on the framework made from the game UT, the middleware Gamebots, POSH (the architecture for making agent's logic) and the middleware Pogamut. When I successfully finished implementation, I have made set of tests to find out the impact of some approaches on agents performance in the game. I found out that the level of cooperation affects the performance. Couple of agents who were cooperating only by sharing informations proved to be the most effective and suitable for the chosen mode of the game.