Every larger computer game uses special editor for creating its sources, especially 3D games. The whole scenes from the game objects are allowed to assemble from the editor, together with all properties which are important for the given type of the game. For example, objects can be affected by physical simulation, or they can be important from the artificial intelligence point of view, or they can have a particular role in virtual world etc. The object of this diploma is the implementation of the editor for 3D game based on the Nebula Device library. The application is able to create simple graphic user interface by configuration files. This interface is connected to script functions written in Lua language. XML technology is used for storing the configuration of the editor. Creating the graphic user interface is provided by the MFC library. The application also allows to show the invisible game objects (cameras and sources of light), to select and manipulate with game objects by the mouse in the scene directly. It supports three working modes: scene editing, prototype editing and play mode.