

This thesis focuses on the implementation of a card game, Mariáš, and an artificial intelligence for this game. The game is designed for three players and it can be played with either other human players, or with a computer adversary. The game is designed as a client-server application, whereby the player connects to the game using a web page. The basis of the artificial intelligence is the Minimax algorithm. To speed it up we use the Alpha-Beta pruning, hash tables for storing equivalent states of the game and various heuristics.