

Strategy games are a field of digital entertainment that has always attracted large audiences of players and researchers - be it for modeling military strategy, economical principles or automated decision making and artificial intelligence.

The thesis is focused on developing an environment that allows to efficiently prototype strategic games with a high level of abstraction. The theoretical part of the thesis defines what is a strategy game, gives introduction into the game engines and describes a new language used for defining the games. The practical part describes how is the language interpreted into the game engine and how the execution of the game proceeds.