

This thesis deals with the design and implementation of a multiplayer run and gun game, which can be run on Windows, Linux and MacOS platforms. The thesis contains the selection of a game engine, based on the advantages and disadvantages from the game's viewpoint. Furthermore, the design of a world editor, the problem of serialization and a solution for dynamic image synchronizing is discussed. The result of the work is a two-dimensional game, with a complementing world editor.