

Go is a popular strategic game for two players. It is usually played on a squared board of 19x19. The aim of this thesis is to create an application allowing a user to play Go on any board defined by a graph, such as sphere and torus. We created a web based client-server application, written in JavaScript and Node.js, that is using protocol Websockets for fast communication. Application allows user to play against other players on the Internet. Server can support multiple concurrent games at the same time. Boards can be created by modelling tool Blender and then imported into the application. Our application supports 3D rendering of these boards in web client using WebGL. It has responsive control, allowing changes of view by rotating, moving and zooming. Users can also play against artificial intelligence.