

This thesis focuses on a real-time strategy called Skillegy, which, in contrast to the majority of games of similar kind, uses only one type of unit. However, these units have certain abilities whose levels can increase depending on their actions or using upgrading in buildings. The game can be played by multiple players over network and it includes an interface for an artificial intelligence with example implementation that can be used instead of a human opponent.

The game is created in the Unity engine with use of the C# language and the .NET Framework.