

The subject of this thesis is an artificial intelligence for the Dominion card game, which is usable in a two-player game. Dominion is characterized by the fact that there is a large number of initial configurations. The artificial intelligence selects the best strategies from a set of prepared strategies so that the time it takes to generate a specialized strategy does not delay players from every game. This approach has been implemented with emphasis on game extendability. In the design of the artificial intelligence evolutionary algorithms were used.

The work also includes an implementation of the game itself in the C# language and a simple graphical interface for playing the game.