The bachelor paper deals with the development of an artificial intelligence for the game Carcassonne – The Discovery. Different approaches for designing an artificial intelligence are presented. Heuristic functions based on various aspects of the game. Monte Carlo methods and the Expectiminimax algorithm are used for state space of the game. The designed methods are implemented and experimentally tested and compared by simulations of the game between the artificial players. Results of the experiment are presented and explained. The simulation environment consists of multiple programs for the game simulation of both artificial and human players. A batch simulation of the artificial intelligence is emphasized.