The aim of the project is to develop a research tool for a biologist/ethologist interested in wolves. The application simulates life of a pack of six wolves. It implements a simplied model of wolf behaviour. Wolves are simulated by means of autonomous agents. The model includes several parts of wolf ethogram, mainly those that are essential to survive - fi nding prey and water, sleeping etc. Wolves are also able to perform several basic social interactions. To get plausible behavior of wolves, many parameters must be set, for example the quantity of prey or the period of starving after which a wolf critically needs to feed. One part of the work was also to find rates of these parameters which ensure that the model will not embody huge abnormalities (i.e. incapability of wolves to survive for a longer period of time).