

The aim of this work is to transform the card game called Bang! into a computer game that will be playable over computer network. In the beginning of the work I present the basic concepts of the game and I deal with solving problems related to implementation of the game. In the subsequent text I outline the architecture of the application with respect to server and client. From general architecture I proceed to the description of concrete implementation. First I acquaint the reader with the Qt, mentioning the reasons for its use, afterwards I describe the implementation of all parts of the project. In the conclusion of the work there is the user manual.