

We discuss the process of designing and of the following realization of our computer game Spider. We talk about the means that the game design uses to accomplish the goals that we have set for the game. We discuss the game's implementation architecture that uses the OGRE library to render the 3D scene, the Awesomium and NaviLibrary libraries to render the 2D user interface that is described in HTML and the Lua library for scripting purposes. We show the technical solution that we have used to extend the Lua library, so that the scripts can start their execution automatically based on the events in the game world, and so that the scripts can pause their execution on demand.