

This thesis deals with a conception and implementation of a real-time 3D action game. This game is placed in a bizzare surrounding that is not a subset of an ordinary real three-dimensional linear space. The work presents the whole game implementation process. It goes through various sets of techniques, algorithms and data structures used or considered during the development. It also describes different ways of solving specified problems and the choices between them. Moreover there are artificial beings situated in the town inside the surrounding. The player's goal is to capture the whole city. There is also an opponent, who systematically plans his tasks and tries to possess the city as well.