The aim of this thesis is to create an implementation of a strategic board game of Risk. A play against computer-controlled opponents will be supported, as well as multiplayer game of human players over the Internet. A design of a reusable communication protocol is also a part of the task. An interface for defining a new computer strategies will be provided within the implementation. The program will be oriented as a tool for develepment of those strategies, it will help to debug strategies within an actual game. The program will support MS~Windows and Linux operating systems.