

Communication in computer games is used to coordinate a team strategy and for sharing knowledge. The role of communication was examined in this thesis by creating several teams of bots for CTF mode of the Unreal Tournament 2004 computer game. As a base for implementation served the Pogamut platform and an existing deathmatch bot adjusted for CTF mode.

For comparison three teams were made: the first was without any communication, the second used knowledge sharing and the third team - apart from knowledge sharing - used active communication for group movement.

After several comparing experiments a conclusion was made that the team without communication is not worse than teams using communication. The difference is small and may have been affected during experiments or by specific implementation in this thesis.