

Abstract: Quoridor is a 2-player board game. Its objective is to get the player's pawn to the opposite side of the game board from which it begins. The difficulty of this game is increased by the possibility of prolonging the opponent's path by placing walls. This thesis focuses on the variant for three players. It discusses the options of creating an artificial intelligence for this game. The computer opponent is programmed using the Maxn algorithm for finding the optimal move. The solution provides an application which allows the user to play the game against three levels of opponents.