

Competitions in the development of artificial intelligence are one of the favorite forms of programming competitions. Football, as the most popular sports game, presents an interesting challenge for the development of artificial intelligence. Therefore, we have decided to create an environment for competition in the development of artificial intelligence for simplified football. The environment consists of a web application, a simulation server, applications for local simulation of matches and sample artificial intelligences based on finite state machines. The application, that contains the code of artificial intelligence, runs at the user and communicates with the simulation server. The user can program this application by himself in any programming language, or can use prepared projects, that already have the communication with the server implemented. Applications for local simulation are suitable for quick testing of artificial intelligences during their development and for creating artificial intelligences based on machine learning.