This bachelor's thesis focuses on creating a mobile application for Android that allows playing an online version of the game Smart10. The work also includes generating questions for the game, which will be generated using web pages from Wikipedia. The technique of web page parsing will be used to obtain the necessary data. The application will be written in Java and will be intended for Android versions 10 and higher. A client-server architecture will be used for communication between devices, with communication via Wifi technology. The application will have the same rules as the game Smart10 and will support two gaming modes. It will be playable in an online mode with other players or in a friend mode with friends.