

In this work, we will program our own digital version of the board game "Brass: Birmingham" from the publisher Roxley Games. Subsequently, we will attempt to find the most successful strategy for this game. Then we will equip artificial intelligence with this strategy, against which the players will be able to play. We will start with a very basic artificial intelligence that will only choose the first option it encounters. We will gradually improve it. We will try to select better options, change the order of actions, examine the overall state of the game, and finally assign specific goals to the artificial intelligence, which it will try to achieve. We will verify the increase in success rate after each improvement by testing it in several games where different artificial intelligences will compete against each other. These tests will show us that we are indeed improving the intelligence, and in the end, it will achieve decent results.