

This bachelor's thesis focuses on creating a mobile application for Android that allows playing an online version of the game "Smart10" by Mindok company. The thesis also includes creating questions for the game, which are generated using data obtained from Wikipedia. The application is written in Java and is intended for Android version 10 and above. Client-server architecture is used for communication between devices. Mobile devices communicate with each other via the internet. The application follows the same rules as the game "Smart10" and supports 2 game modes. It can be played in online mode with other players or in friend mode with friends.