POVZETEK:

V delu predstavimo dva primera iger minimalnih stopenj na grafih: igro izogibanja in igro doseganja. Pri obeh primerih iger imamo enaka pravila igranja in začetne pogoje igre. Igra izogibanja in igra doseganja se razlikujeta v načinu določanja zmagovalca.

ABSTRACT:

In this work we present two examples of minimum degree games for graphs: avoidance game and achievement game. In both cases, we play the games by the same rules and initial conditions of the game. Avoidance game and achievement game differ only in the method of determining the winner.

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