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# **snake Documentation**

***Release 0.2.2***

**Luca Parolari**

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# CHAPTER 1

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## Snake on Terminal

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*A simple snake game on terminal with focus on well design, reuse and best practise.*

*Asciimatics engine, redraws terminal.*

*Basic engine, uses normal prints.*

## 1.1 Usage

Play with snake

```
# run the game with defaults
snake

# or with custom options
snake --rows-no 40 --cols-no 80 --speed 5 --initial-length 8
```

For list of options and documentation run

```
snake --help # shows the options list and some docs.
```

## 1.2 Installation

Install with pip

```
pip3 install snake-terminal-pp
```

Install with git

```
git clone https://github.com/lparolari/snake
cd snake
python3 setup.py install
```

## 1.3 Author

- Luca Parolari <[luca.parolari23@gmail.com](mailto:luca.parolari23@gmail.com)>

## 1.4 License

This software is MIT Licensed. See [LICENSE](#) file.

### 2.1 Stable release

To install snake, run this command in your terminal:

```
$ pip install snake
```

This is the preferred method to install snake, as it will always install the most recent stable release.

If you don't have [pip](#) installed, this [Python installation guide](#) can guide you through the process.

### 2.2 From sources

The sources for snake can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
$ git clone git://github.com/lparolari/snake
```

Or download the [tarball](#):

```
$ curl -OJL https://github.com/lparolari/snake/tarball/master
```

Once you have a copy of the source, you can install it with:

```
$ python setup.py install
```





## CHAPTER 3

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### Usage

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To use snake in a project:

```
import snake
```



## 4.1 snake package

### 4.1.1 Submodules

### 4.1.2 snake.board module

### 4.1.3 snake.broadcaster module

```
class snake.broadcaster.Broadcaster  
    Bases: object  
    event (e, *args)  
    listen (to, callback)
```

#### 4.1.4 snake.cli module

#### 4.1.5 snake.engine module

#### 4.1.6 snake.food module

#### 4.1.7 snake.game module

#### 4.1.8 snake.keyb module

#### 4.1.9 snake.snaky module

#### 4.1.10 snake.util module

`snake.util.wasd_to_direction(wasd)`

#### 4.1.11 Module contents

Top-level package for snake.

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

## 5.1 Types of Contributions

### 5.1.1 Report Bugs

Report bugs at <https://github.com/lparolari/snake/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### 5.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” and “help wanted” is open to whoever wants to implement it.

### 5.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “enhancement” and “help wanted” is open to whoever wants to implement it.

### 5.1.4 Write Documentation

snake could always use more documentation, whether as part of the official snake docs, in docstrings, or even on the web in blog posts, articles, and such.

### 5.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/lparolari/snake/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 5.2 Get Started!

Ready to contribute? Here's how to set up *snake* for local development.

1. Fork the *snake* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/snake.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv snake
$ cd snake/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 snake tests
$ python setup.py test or pytest
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 5.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.7, 3.5, 3.6 and 3.7, and for PyPy. Check [https://travis-ci.org/lparolari/snake/pull\\_requests](https://travis-ci.org/lparolari/snake/pull_requests) and make sure that the tests pass for all supported Python versions.

## 5.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_snake
```

## 5.5 Deploying

A reminder for the maintainers on how to deploy. Make sure all your changes are committed (including an entry in HISTORY.rst). Then run:

```
$ bump2version patch # possible: major / minor / patch
$ git push
$ git push --tags
```

Travis will then deploy to PyPI if tests pass.





### 6.1 Development Lead

- Luca Parolari <luca.parolari23@gmail.com>

### 6.2 Contributors

None yet. Why not be the first?



#### 7.1 0.1.0 (2019-09-12)

- First release on PyPI.



## CHAPTER 8

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### Indices and tables

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