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# **make-a-game**

*Release 0.1.0*

**Dec 02, 2017**



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# CHAPTER 1

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## Overview

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docs	
tests	
package	

Make a game!

- Free software: MIT license

## 1.1 Installation

```
pip install make-a-game
```

## 1.2 Documentation

<https://make-a-game.readthedocs.io/>

## 1.3 Development

To run the all tests run:

```
tox
```

Note, to combine the coverage data from all the tox environments run:

Windows	<pre>set PYTEST_ADDOPTS=--cov-append tox</pre>
Other	<pre>PYTEST_ADDOPTS=--cov-append tox</pre>

## CHAPTER 2

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### Installation

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At the command line:

```
pip install make-a-game
```





## CHAPTER 3

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### Usage

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To use make-a-game in a project:

```
import make_a_game
```



## CHAPTER 4

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Reference

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### 4.1 make\_a\_game



Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

### 5.1 Bug reports

When [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.

### 5.2 Documentation improvements

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

### 5.3 Feature requests and feedback

The best way to send feedback is to file an issue at <https://github.com/jeffbaumes/make-a-game/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 code contributions are welcome :)

## 5.4 Development

To set up *make-a-game* for local development:

1. Fork [make-a-game](#) (look for the “Fork” button).
2. Clone your fork locally:

```
git clone git@github.com:your_name_here/make-a-game.git
```

3. Create a branch for local development:

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

Now you can make your changes locally.

4. When you’re done making changes, run all the checks, doc builder and spell checker with `tox` one command:

```
tox
```

5. 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
```

6. Submit a pull request through the GitHub website.

### 5.4.1 Pull Request Guidelines

If you need some code review or feedback while you’re developing the code just make the pull request.

For merging, you should:

1. Include passing tests (run `tox`)<sup>1</sup>.
2. Update documentation when there’s new API, functionality etc.
3. Add a note to `CHANGELOG.rst` about the changes.
4. Add yourself to `AUTHORS.rst`.

### 5.4.2 Tips

To run a subset of tests:

```
tox -e envname -- py.test -k test_myfeature
```

To run all the test environments in *parallel* (you need to `pip install detox`):

```
detox
```

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<sup>1</sup> If you don’t have all the necessary python versions available locally you can rely on Travis - it will run the tests for each change you add in the pull request.

It will be slower though ...

## CHAPTER 6

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### Authors

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- Jeffrey Baumes - <https://www.kitware.com/jeffrey-baumes/>





## CHAPTER 7

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### Changelog

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#### 7.1 0.1.0 (2017-11-04)

- First release on PyPI.



## CHAPTER 8

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### Indices and tables

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- `search`



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