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# **spacevader**

***Release 0.0.4***

**Feb 03, 2020**



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# CHAPTER 1

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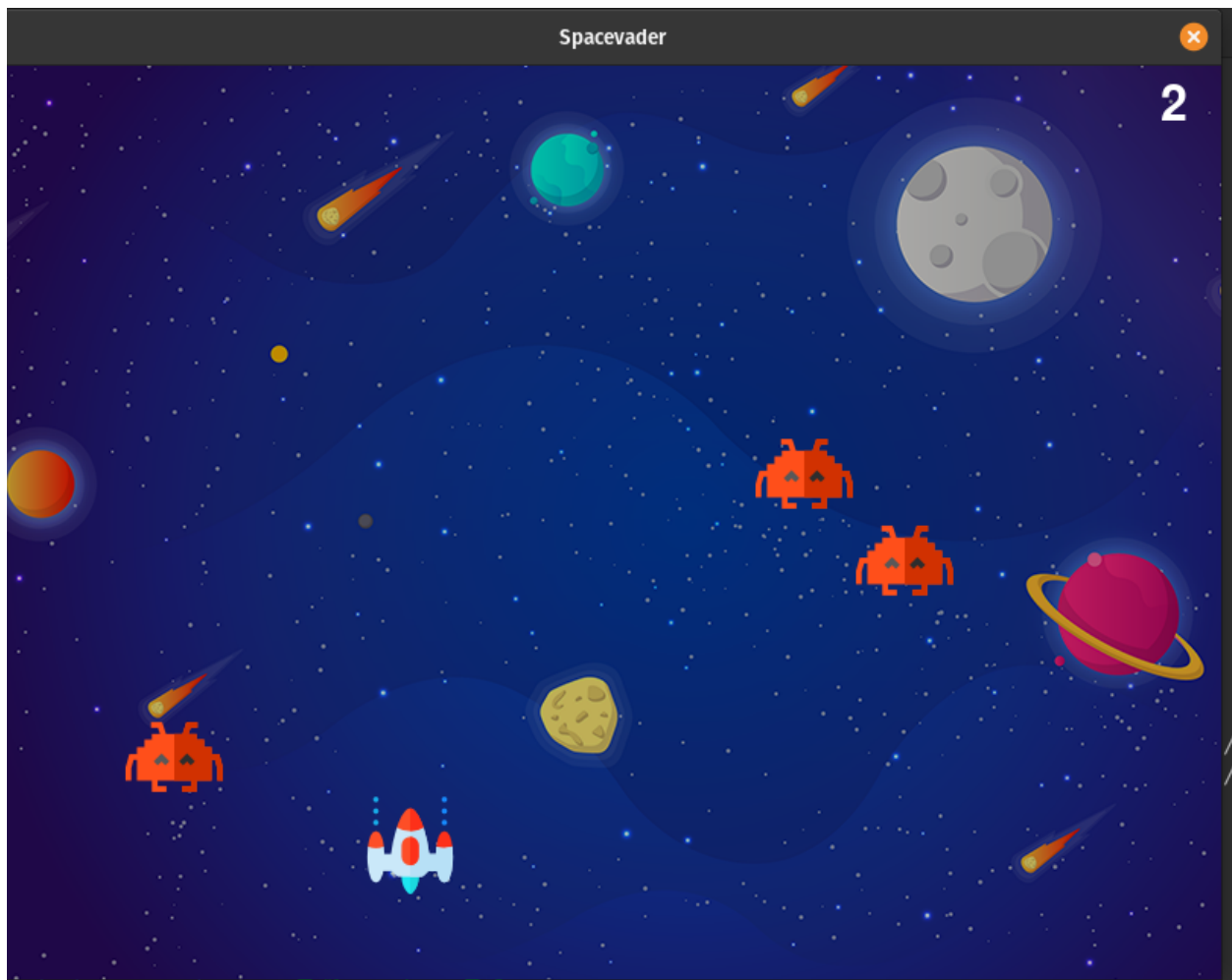
## Overview

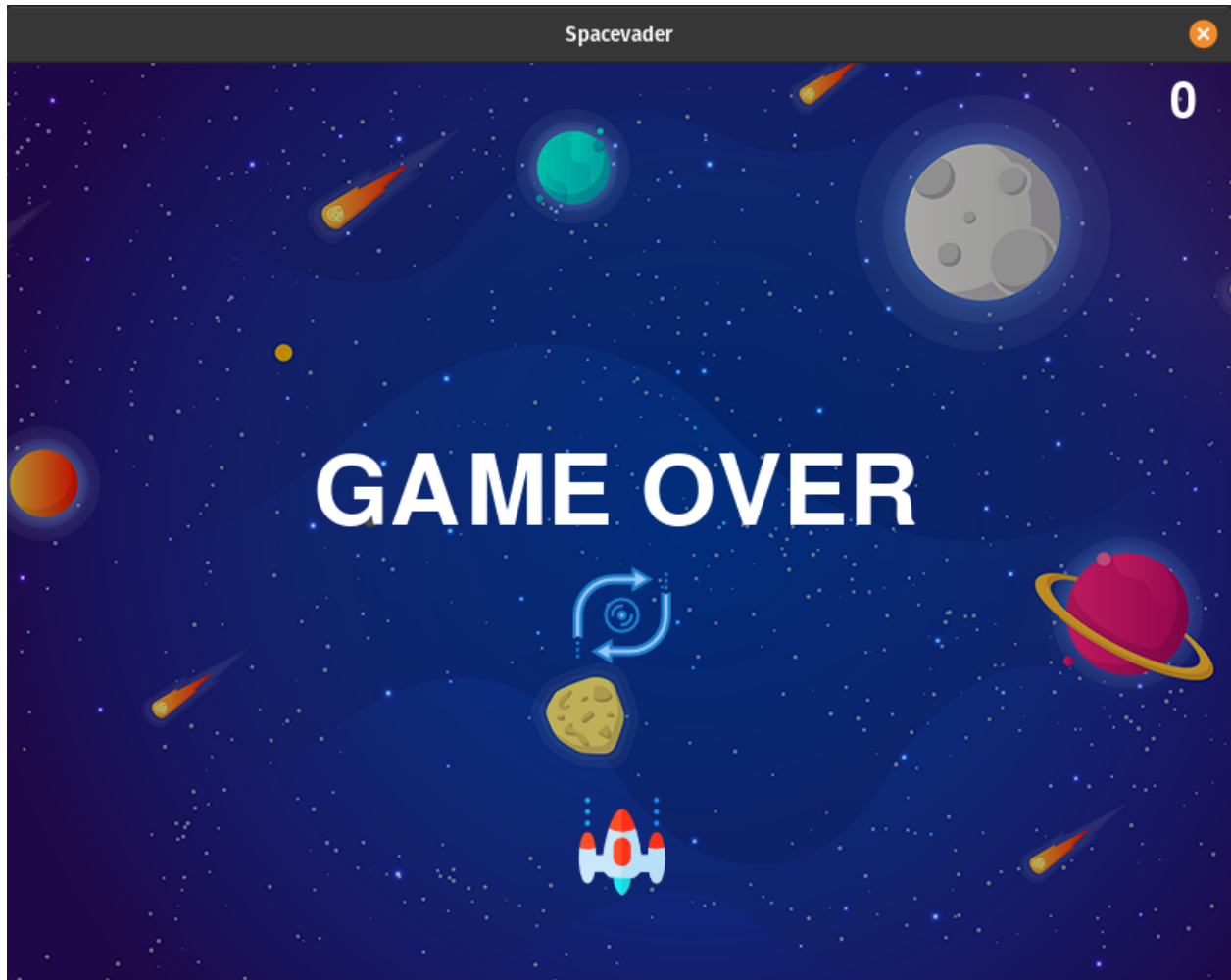
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docs	
tests	
package	

A simple space invaders game developed purely in Python

- Free software: MIT license





## 1.1 Installation

```
pip install spacevader
```

You can also install the in-development version with:

```
pip install https://github.com/pratikms/spacevader/archive/master.zip
```

## 1.2 Documentation

<https://spacevader.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 spacevader
```



## CHAPTER 3

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### Usage

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To play spacevader, in the command line:

```
spacevader
```



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

### 4.1 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.

### 4.2 Documentation improvements

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

### 4.3 Feature requests and feedback

The best way to send feedback is to file an issue at <https://github.com/pratikms/spacevader/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 :)

## 4.4 Development

To set up *spacevader* for local development:

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

```
git clone git@github.com:pratikms/spacevader.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 and docs builder 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.

### 4.4.1 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`.

### 4.4.2 Tips

To run a subset of tests:

```
tox -e envname -- pytest -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 5

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### Authors

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- Pratik Shivaraikar - <https://pratikms.hashnode.dev>





#### **6.1 0.0.4 (2020-02-03)**

- Increase player speed
- Increase bullet speed
- Refactoring

#### **6.2 0.0.3 (2020-01-02)**

- Provide restart option on game over

#### **6.3 0.0.2 (2019-12-18)**

- Bugfix: change relative to absolute imports.

#### **6.4 0.0.1 (2019-12-18)**

- First release on PyPI.



## CHAPTER 7

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### Indices and tables

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- `genindex`
- `modindex`
- `search`