API Assignment 1

To make a move against the server do a https request using the following scheme:

```
  res = requests.post(SERVER_ADRESS + "move",
                      data={
                          "stil_id": STIL_ID,
                          "move": move,
                          "api_key": API_KEY,
                      })

SERVER_ADRESS: should be https://vilde.cs.lth.se/edap01-4inarow/ (https://vilde.cs.lth.se/edap01-4inarow/)_
```

STIL_ID: should be **a list** with strings containing the stil id:s of the students in the group (**normally with just one element**)

move: is your move (each new game is starting by sending the move -1)

API_KEY: is a key required to get access to the server, this year that key is 'nyckel'

If you implement your own code from scratch you will need to implement this on your own, otherwise the function "call_server" is doing it for you. If you get a bad status from the server it will write an error message and terminate.

The response you get from the server is:

status: boolean for whether bad stuff happened
msg: the return message describing what happened serverside
botmove: the bot's move
result: if the game ended what points you got, 0 if game is not over
state: a list of lists describing the state with 1:s as your pieces and -1:s as the bots pieces

You can similarly get your current stats from the server with the interface (same variables as above):

```
res = requests.post(SERVER_ADRESS + "stats",
                      data={
                          "stil_id": STIL_ID,
                          "api_key": API_KEY,
                      })
```

All the information can then be found by `print(res.json())` for instance.

If you use the template code, you might need to install the following Python packages:

`pip install requests`

```
pip install numpy
```

```
pip install gym
```

```
pip install pygame
```

```
pip install argparse
```

besides the ordinary setup. `gym` and `pygame` come with the template and are included in the zip-file. You are free to use `gym` as you want, it's free code available under MIT license.

For convenience the template code can be run with options using standard command line interface. Check option by running it with:

```
python skeleton.py -h
```

You can play the game locally or against the server, and check your stats through the command line commands.