Chapter 9: CLI storage for games and scores

Description: A CLI is a command-line interface. This just means you type in requests and
something happens. So here we will be accepting commands to play the games that you have
made above.

Why?: Learn to create a CLI as well as how to use multiple programs together.

Resources:
- Python 3

To-do:
- List of games
- List scores of each game
- Select a game (add names of players)

Code:
```python
import argparse
import sys
import tictactoe
import twenty_forty_8


list_games = ["2048", "snake", "sudoku", "checkers", "chess", "trucks", "tictactoe",
"slot_machine"]



def read_user_cli_args():
  """ Handles the CLI user interactions.
  Returns:
      argparse.Namespace: Populated namespace object
  """
  parser = argparse.ArgumentParser(
      description="Starts a game"
  )
  parser.add_argument(
      "game", nargs="+", type=str, help="enter the game name"
  )
  # parser.add_argument(
  #     "-i",
  #     "--instructions",
  #     action="store_true",
  #     help="Instructions for game",
  # )
```

```python
    parser.add_argument(
        "-l",
        "--list",
        action="store_true",
        help="List of games",
    )
    return parser.parse_args()


def game_pick(game_select, instructions =False):
    try:
        if(game_select == list_games[6]):
            tictactoe.main()
        elif(game_select == list_games[0]):
            twenty_forty_8.main()
        else:
            print("BAD")
            sys.exit("Incorrect input -l to list games")

    except:
        sys.exit("ERROR")

def game_list():
    global list_games
    print("-------------")
    print("    GAMES    ")
    print("-------------")
    for game in list_games:
        print(game+"\n")


if __name__ == "__main__":
    user_args = read_user_cli_args()
    print(user_args)
    if(user_args.list):
        game_list()
    elif(user_args.game):
        game_pick(user_args.game[1])
```

==Import argparse (creating cli)==
==Import sys for exit with error==

Create a list with all the games you would like to have in the cli

Define read user cli args (cli commands)

    Parser variable create argument parser and hold description of cli
    Add argument to parser for main name to call "game"
    Add argument for instructions
    Add argument for listing games
    Return arguments

Define game pick with parameters game_select and instructions that defaults to false
    Try
        If game selected is "tictactoe"
            Print tic tac toe
        Else if other games

Define game_list
    Prints all games in list

Fetch arguments
If argument passed by user isn't listing then send to game pick
Else list games

Extra:
For extra stuff look here:
    https://github.com/DownRamp/Games/blob/main/cli.py
****
THIS IS THE IMPORTANT PART PLEASE DON'T SKIP
****

Next steps:
- Add multiplayer
- Add the rest of the games

https://www.youtube.com/watch?v=McoDjOCb2Zo