

## Shannon Game by Felo

A [Shannon Game Gale](#) variant written in Python using the [Pygame](#) library.

### Required packages

- 'pygame'
- 'names'

### Installing

Download the Python 3 installer package from the official website and install it, if not installed previously.

Run the following in the terminal to install the Pygame and names library

```
pip install pygame  
pip install names
```

### Running the application

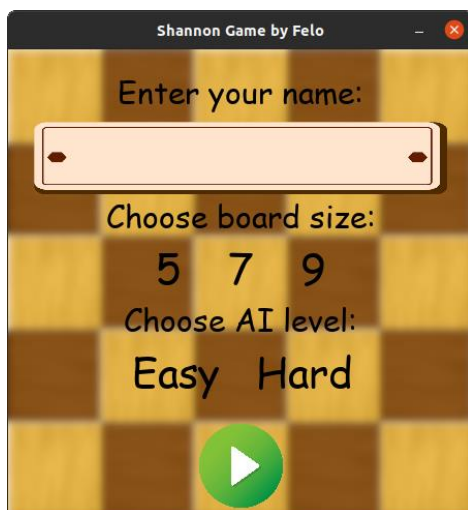
[Clone](#) the repository and run the file just as any other Python script (.py) file.

```
python run.py
```

**NOTE** The game requires assets folder to display window.

### Playing the game

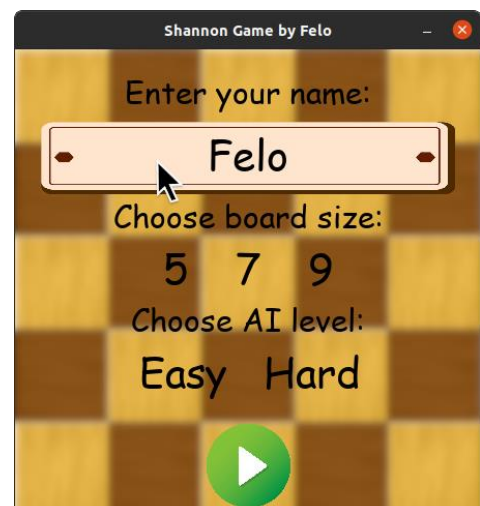
Player's goal is to connect the upper edge of the board with the bottom, while bot tries to connect the left edge with the right. **NOTE** Diagonal connections are not valid.



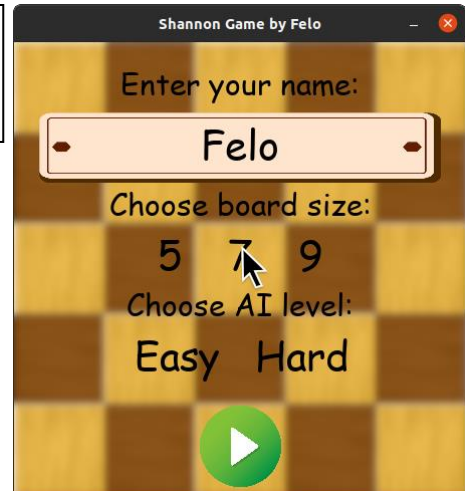
This is the starting window of the Game.

The player can choose his name, board size, and AI level at this point.

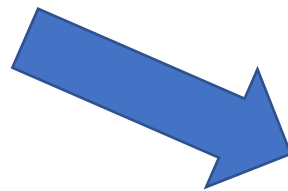
To enter your name, click on the input field under “Enter your name:” text and simply write it with using keyboard.



To change board size and AI level, simply click on the appropriate button. (default easy and 5)  
After choosing your settings, click on the green PLAY button.



To make a move simply click on the empty field you want to put your pawn on.



Bot will make its move afterwards.



After a finished game winners name will display.  
You can either choose to change settings by clicking on the blue button as shown or player a rematch (green play button).

