

User Manual  
A Code World  
Team CodeA  
12/3/17

User manual:

- 1) Download Code\_World.exe from  
<https://www.dropbox.com/sh/5abcqw3idghleek/AABzjBqEIM1cWP3MmvqVndzna?dl=0>
- 2) Ensure you have Python3.6 installed on your computer and it is in your PATH environment variable
- 3) Run Code\_World.exe

Possible functions to use:

- cw.press\_up()
- cw.press\_down()
- cw.press\_left()
- cw.press\_right()
- cw.press\_use\_arrow()
- User can call these to press a virtual button input for the bot
- cw.get\_pos\_x()
- cw.get\_pos\_y()
- gets the position of the bot in the current room
- cw.get\_room\_x()
- cw.get\_room\_y()
- gets the x and y coordinates of the current room in the floor
- bool cw.get\_enemy\_at(x, y)
- determines if there is an enemy on the tile of the (x, y) coordinates of the room
- bool cw.get\_door(dir)
- determines if there is a door in the current room in the specified direction. Takes "u", "d", "l", or "r" as dir
- bool cw.get\_door\_room(str dir, x, y)
- determines if there is a door in the specified (x, y) room in the specified direction. Takes "u", "d", "l", or "r" as dir