

# GUIDo

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## Overview

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Pygame GUI library, named after the creator of Python, Guido van Rossum, believing that this library will be the first to implement a GUI library completely compatible with pygame. Included is a "mini-OS" to show off all the elements. It's called *Winnux 58* (**Windows 95** + **Windows 98** + **Linux**).

## Features

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- A working command line, with these \*nix-style commands:
  - `pwd` : print working directory
  - `cat` : show contents of file(s)
  - `ls` : list files and directories
  - `rm` : remove file(s)
  - `cd` : change directory
- A command-line text editor, `vis`
- SNAKE! (with an incredibly high framerate soo good luck with that)
- A virtual disk to put programs in

Please check our [wiki](#) for more details. There is also an offline version in the `wiki` folder of this repository.

## Directory Structure

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- `/home/`
  - `test.txt`  
(Note: this is created for the testing of the `cat` command.)
- `/sys/`
  - `kernel.py`  
(This is where our OS boots. **DO NOT TRY TO DELETE IT.**)

## License Agreement

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