from setuptools import setup, find\_packages

setup(

name="flipping\_clock", # Package name

version="1.0.0", # Package version

description="A full-screen clock with flipping animations for Linux.", # Short description

long\_description=open("README.md").read(), # Detailed description (from README)

long\_description\_content\_type="text/markdown", # Specify markdown format for long description

author="pandaprotest", # Your name

author\_email="your.email@example.com", # Your email

url="https://github.com/yourusername/flipping\_clock", # Project URL (GitHub or others)

packages=find\_packages(), # Automatically find and include all packages

include\_package\_data=True, # Include non-code files specified in MANIFEST.in

install\_requires=[

"pygame>=2.1.0" # Specify dependencies

],

entry\_points={

"console\_scripts": [

"flipping-clock = flipping\_clock.main:start\_clock" # CLI command to run the app

]

},

classifiers=[

"Programming Language :: Python :: 3",

"Operating System :: POSIX :: Linux",

"License :: OSI Approved :: MIT License",

"Topic :: Software Development :: Libraries :: Python Modules",

],

python\_requires=">=3.6", # Minimum Python version

)