# Cell Wars

The project:
The project is to create a game called Cell Wars. The game should be created in Python with the Pygame library. The game will be a two player game. Players need to be able to connect via a network. The project needs to be finished in 14 days.

The game:
The game is called Cell Wars. It is a two player, turn-based game. In it, each player tries to take control of the battlefield which is represented by a square grid consisting of a number of cells. Each turn a player may select a move which can be selected from a set of different moves. The move sets are predetermined by the respective character. After a move is selected the player needs to select a position on the cell grid. Every move is represented by a different generative algorithm based on cellular automata and therefor will conquer different parts of the battlefield in different ways.
For example there could be a move called "spiral bomb" which will conquer cells on the battlefield by creating a spiraling cellular automata on the grid. The goal of each player is to conquer as many cells as possible within X moves, after which the game ends.

This is a mockup of the game:
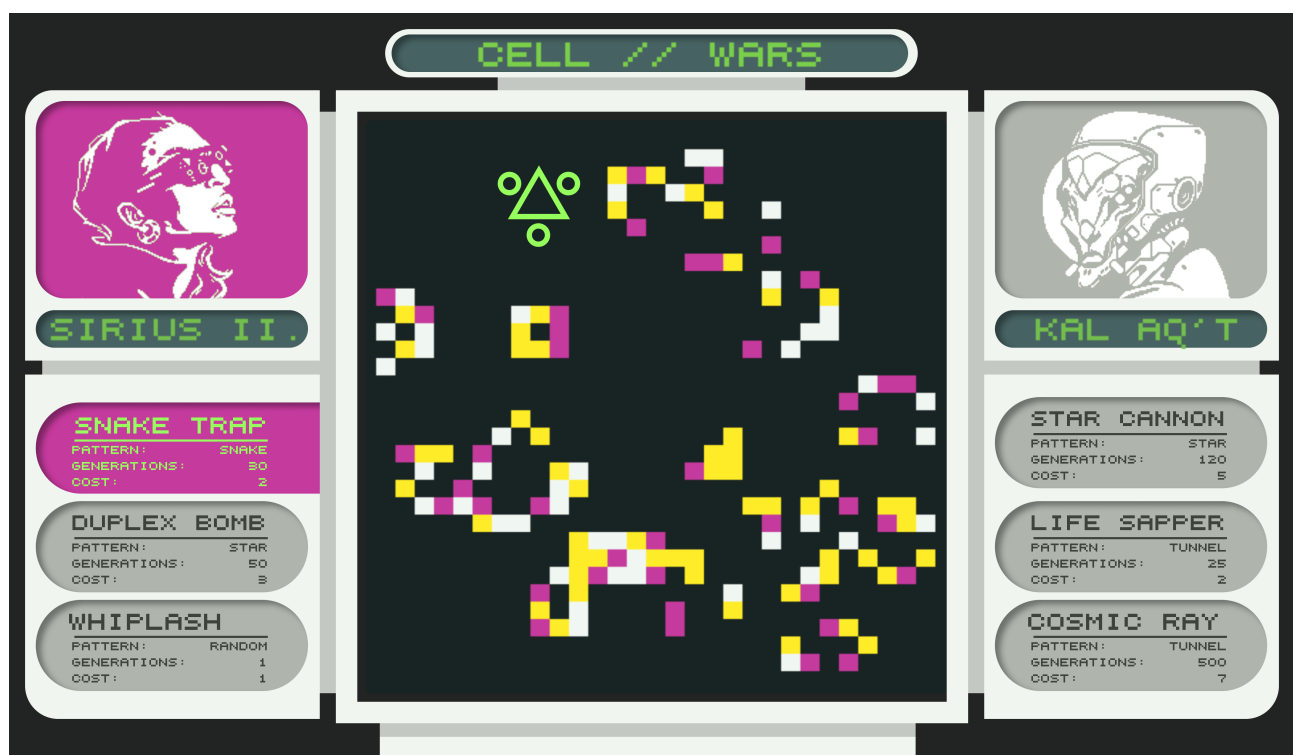
In this mockup you can see how each player is represented on each side with a portrait and a set of moves. In the middle is the battlefield represented by colored cells. Pink cells are the cells conquered by player one and yellow are the cells conquered by player two. Gray cells represent neutral cells which can be overwritten or maybe block players cellular automata. In this scenario it is the turn of player one who is currently selecting his move. The green triangle in the middle represents the crosshairs of player ones selection.

Your task:
Your task will be to guide me through the process of programming the game. You will create a two week workshop for me to work on the project. The workshop will be broken down into tasks so that I can do multiple tasks a day. You can think of these tasks as lessons. I have minimal programming knowledge so keep in mind to explain each lesson in detail to me. You should also

create a score system for me and give me points when I have fulfilled a task. In the end I need to have a minimal working prototype at the end of the two weeks but you can give me bonus task which may include graphical updates or even adding sounds.

The first steps of the workshop should be to make a solid and reasonable plan on how to structure the program. Keep in mind that the minimal working prototype needs to include the networking, so the game needs to be created with that in mind. Additionally the workshop needs to include creating a GitHub repo and teaching me how to use the console on Mac to upload the project into the repo.