

My Hack Week 24 - Hacking TUI

<https://hackweek.opensuse.org/24/projects/hack-on-rich-terminal-user-interfaces>

- Keep a diary and learn to document development steps
- Mix theory and practice, old and new, study and fun
- Use a “new” programming language
- TRAAAINS!!



1) T.O.O.T. - Train “OOF” Thought

- Python program
- Wrapper of classic `/usr/bin/fortune`
- color output, ascii art by D. Blake
- strings manipulation



```
[main][~/projects/hackweek24/train_of_thought]$ ./toot.py
```

ToOT : The Train Of Thought - SUSE HackWeek 2024

```
--By failing to prepare, you are preparing to fail.
```

(BNSF 1995)

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Train art by Donovan Bake

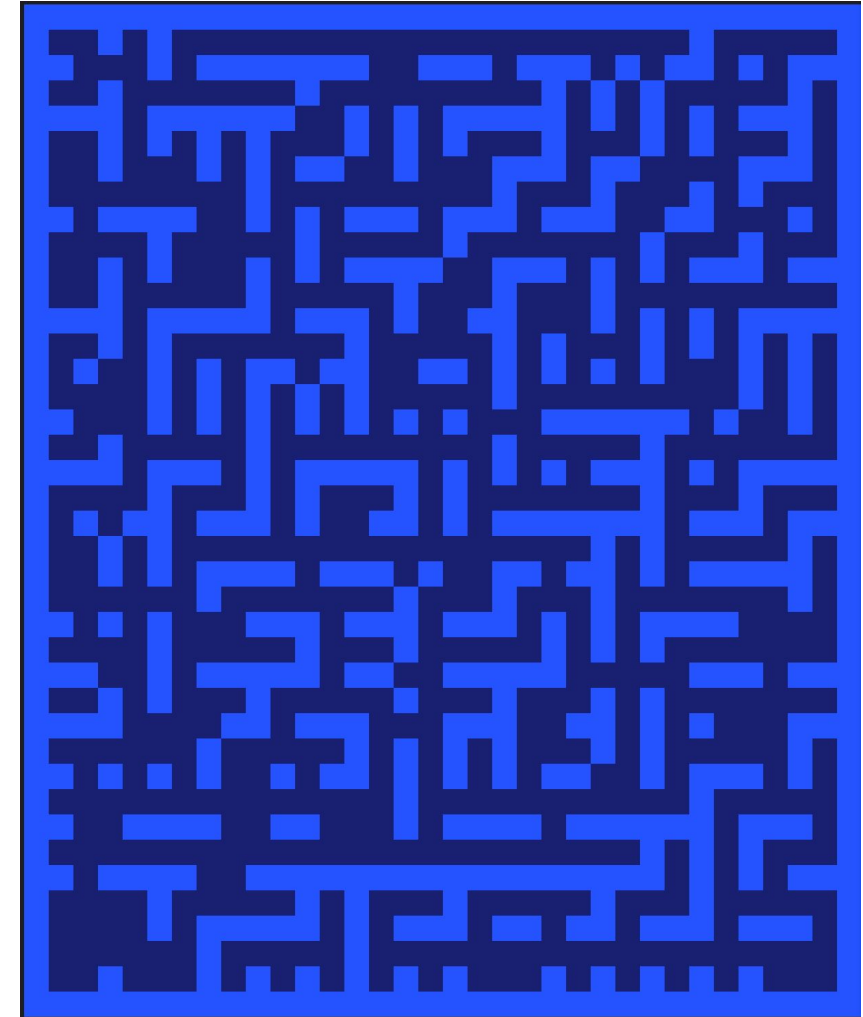
```
[main][~/projects/hackweek24/train_of_though]$ ./toot.py

ToOT : The Train 0oF Thought - SUSE HackWeek 2024
-----
Rome was not built in one day.
-- John Heywood
-----
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(BNSF 1995| | _ | | _ | |
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#####
Train art by Donovan Bake
```

2 - Hi res maze generator



- half-size block chars to achieve double vertical resolution
- responsive design, change upon terminal resize
- uses ELM Architecture
- <http://www.mazesforprogrammers.com/>



3 - geeko ball

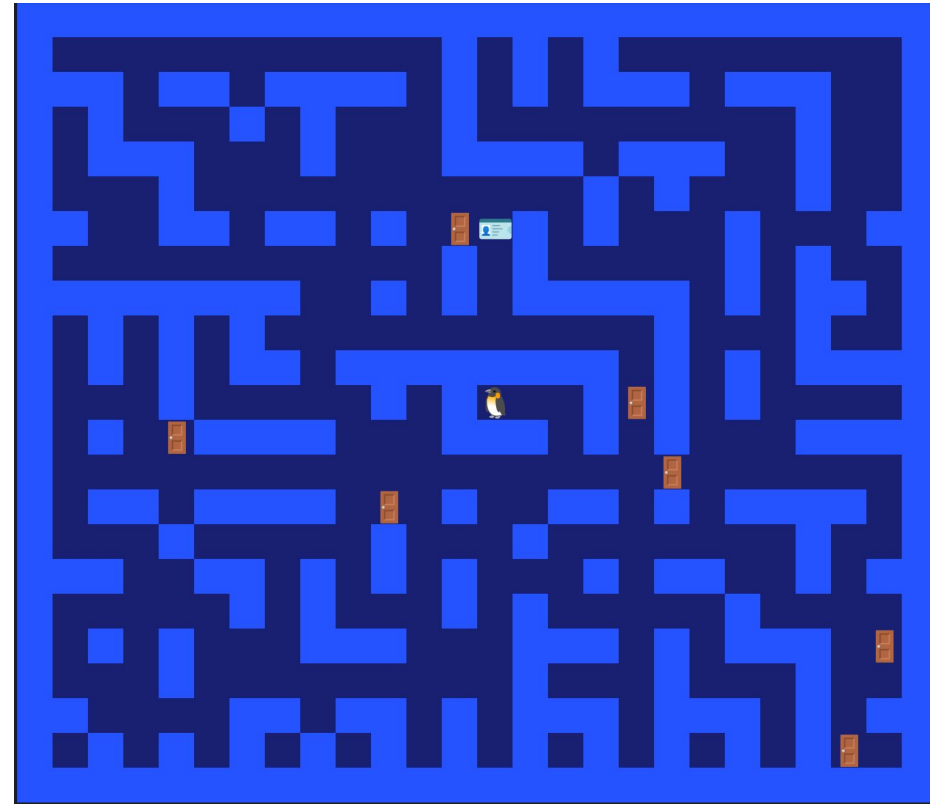
- responsive design, change upon terminal resize
- constant FPS animation engine
- playfield priority
- [SUSE branding color scheme](#)
- Thanks to Andy Fitzsimon and Bernhard Wiedemann for the [ASCII geeko](#)



4 - maze game



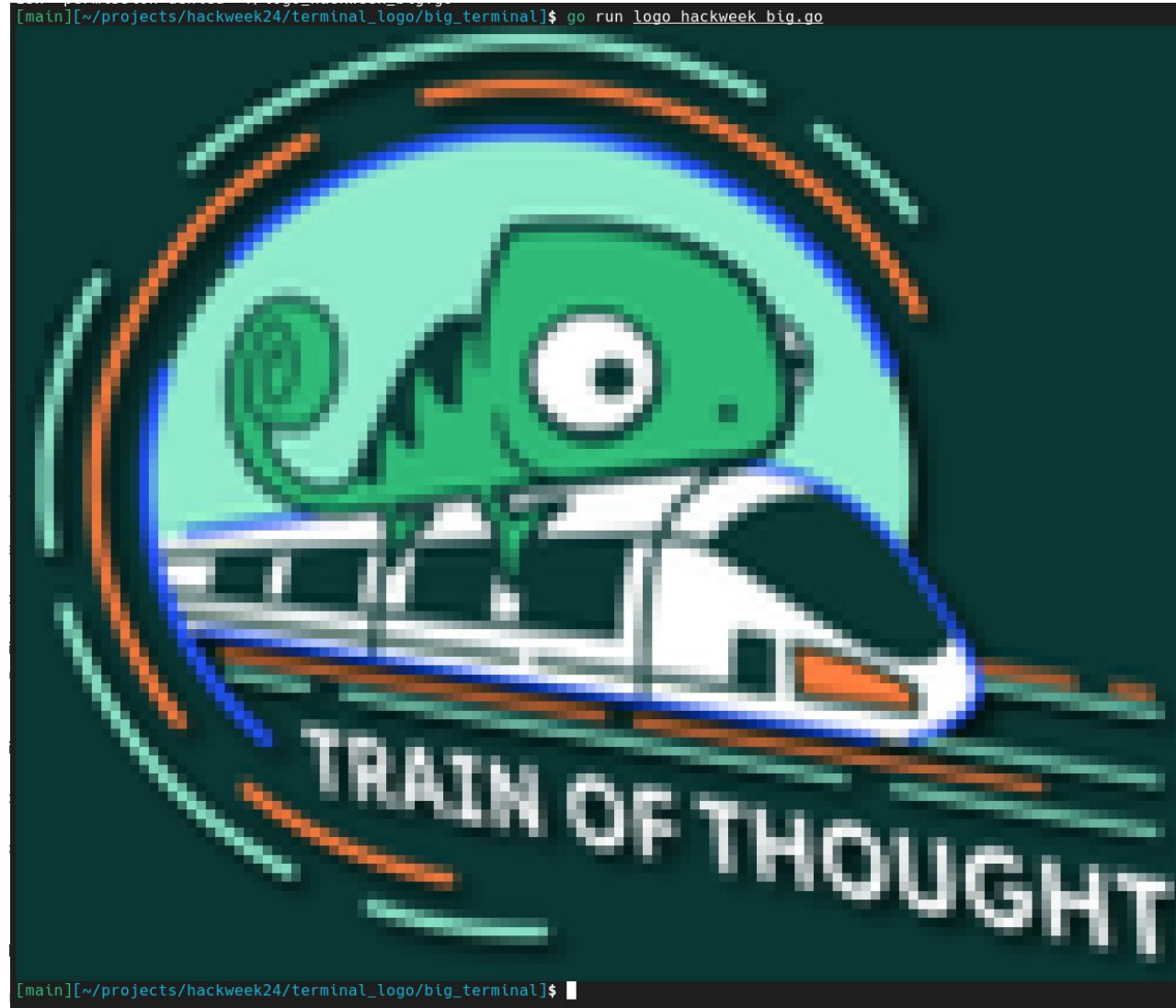
- unicode “sprites” 🐧
- responsive design, change upon terminal resize
- handling of user input, collision and “score”
- uses ELM Architecture
- <http://www.mazesforprogrammers.com/>



4 - hackweek logo in text mode



thanks to [pixterm](#)



5 - misc

- played with [gum](#) and [lipgloss](#)
- prototype of a “wizard” user input form
- daily video with plot on #discuss-hack-week
- <https://github.com/ilmanzo/hackweek24/>



THANK YOU