Instructions (READ_ME).md

Prerequisites

- Python: Duh!
- Git: Ensure you have Git installed and configured.

Setup Instructions

1. Clone the Repository

```
git clone https://github.com/laween-alsulaivany/CCVS.git
cd CCVS
```

2. Create a Virtual Environment

```
python -m venv venv
venv\Scripts\activate  # For Windows
```

3. Install Dependencies

```
pip install -r requirements.txt
```

4. Install the Package in Editable Mode

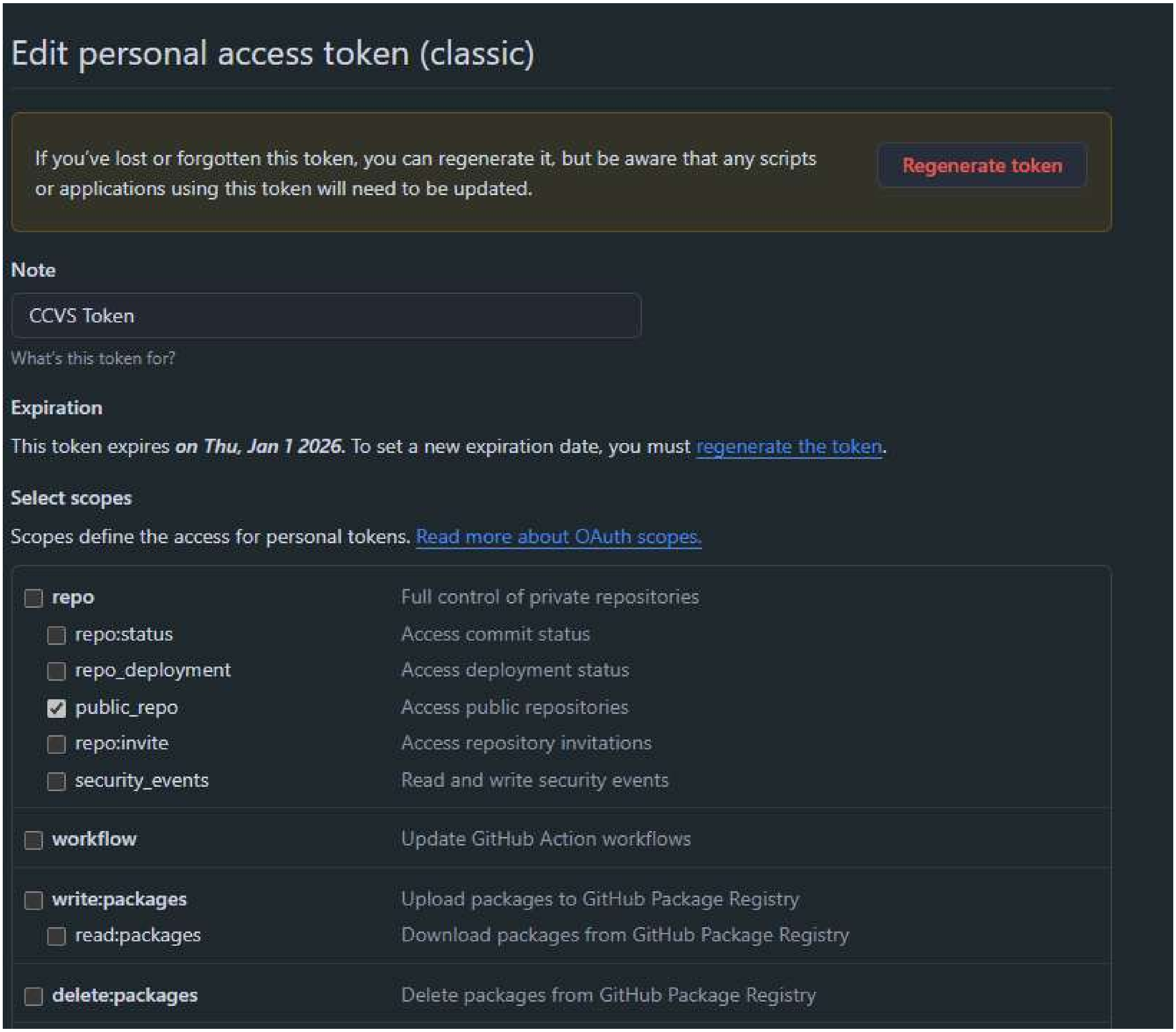
```
pip install -e .
```

5. Configure GitHub Integration

- Create a .env file in src and add the following:

```
GITHUB_TOKEN=your_github_token
```

to make generate your GitHub Personal Access Token. You can generate one by logging into GitHub, navigating to Settings > Developer settings > Personal access tokens > Tokens (classic), Enable public_repo and create the token. copy and paste that into your .env file. DO NOT DIRECTLY COPY IT TO YOUR CONFIG.PY.



Edit personal access token (classic)

If you've lost or forgotten this token, you can regenerate it, but be aware that any scripts or applications using this token will need to be updated.

Note

CCVS Token

What's this token for?

Expiration

This token expires ***on Thu, Jan 1 2026.*** To set a new expiration date, you must regenerate the token.

Select scopes

Scopes define the access for personal tokens. Read more about OAuth scopes.

☐ **repo**	Full control of private repositories
☐ repo:status	Access commit status
☐ repo_deployment	Access deployment status
☑ public_repo	Access public repositories
☐ repo:invite	Access repository invitations
☐ security_events	Read and write security events
☐ **workflow**	Update GitHub Action workflows
☐ **write:packages**	Upload packages to GitHub Package Registry
☐ read:packages	Download packages from GitHub Package Registry
☐ **delete:packages**	Delete packages from GitHub Package Registry

Project Structure

- src/: Contains the main source code for the project.
  - main.py: Entry point for the application.
  - config.py: Configuration file for GitHub integration.
  - data_persistence.py: Module for saving and loading game state.
  - github_integration.py: Module for committing game state to GitHub.
  - scheduler.py: Module for scheduling automated commits.
  - chess.py: Placeholder for the chess board rendering function.
- tests/: Contains unit tests for the project.
  - conftest.py: Configuration for pytest.
  - test_commit.py: Test for committing game state to GitHub.
  - test_save_state.py: Test for saving game state to a local file.
  - test_scheduler.py: Test for the schedul

Add Your Code

- Add your new modules or update existing ones in the src directory.
- Write unit tests for your code and place them in the tests directory.
- Run Tests

```
pytest
pytest tests/test_commit.py # Example usage (make sure you are in the project root directory)
```