

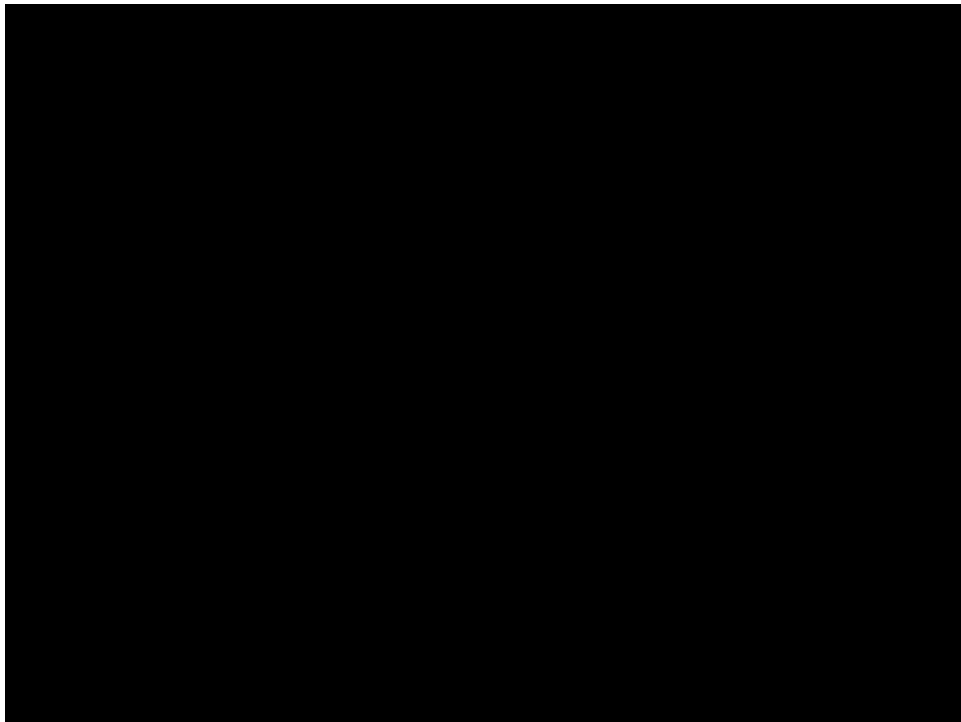
OCTOBER 28, 2021



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This meetup

1. Introduction
2. Battlesnake
3. Github
4. Replit
5. Let's play!

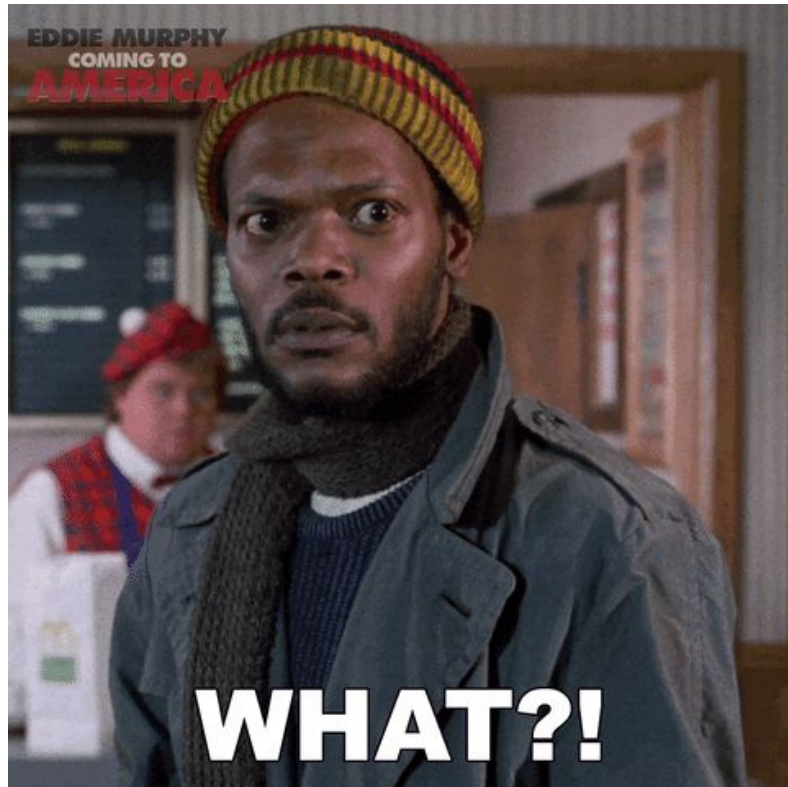


How to create a snake?

1. Create an account and login to Battlesnake: <https://play.battlesnake.com/>
 - a. Create a snake: give it a name and where is the url (later)?
2. Create an account and login to github: <https://github.com/>
 - a. Use the Python template from Battlesnake:
<https://github.com/BattlesnakeOfficial/starter-snake-python>
 - b. It will create a new repository in your account with a copy of the template
3. Create an account and login to replit: <https://replit.com/>
 - a. Deploy the repository you created in 2.a. to replit
 - b. On the top right you will have the url of your snake.
 - c. Fill it up in the snake your created in 1.a.



What was all that??



Let's go over what we just did

1. **Battlesnake:** The game server
2. **Github:** The code of your snake, let's take a look at it:
 - a. `server.py`
 - b. `Server_logic.py`
3. **Replit:** The service that allows you to edit your snake's code and deploy it to the internet (makes your snake available "online" so that Battlesnake can use it).

How to make your snake look different?

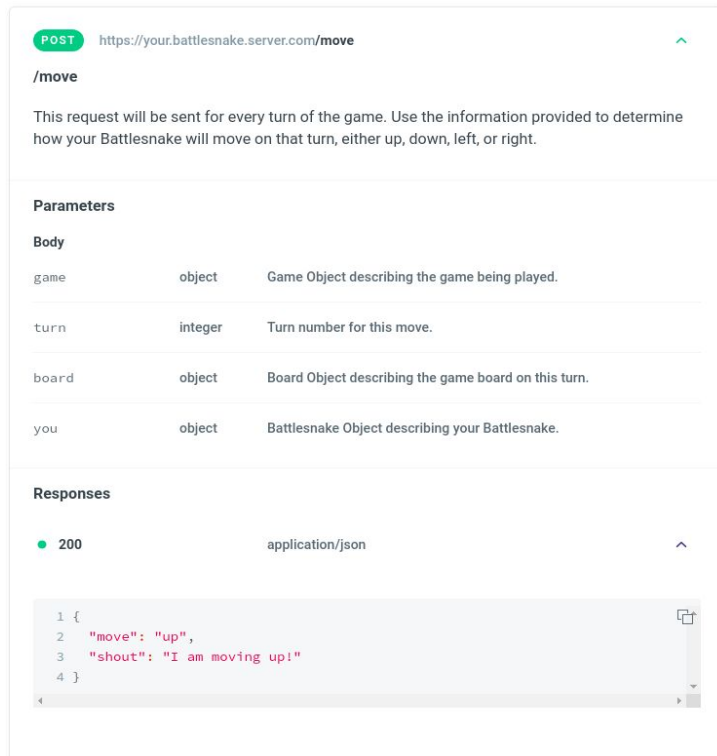
1. To make your snake look different you need to edit the `handle_info` function in the `server.py` file.
 - a. Check the documentation to find out what options are available:

```
1 example-battlesnake-customization.json
2
3 {
4   "apiversion": "1",
5   "author": "MyUsername",
6   "color" : "#888888",
7   "head" : "default",
8   "tail" : "default",
9   "version" : "0.0.1-beta"
10 }
```

How to make your snake behave smarter?

1. To make your snake behave smarter you need to edit the `choose_move` function in the `server_logic.py` file.
2. To be able to edit it we need to know what the battlesnake server sends us:
 - a. `game`
 - b. `turn`
 - c. `board`
 - d. `You`
3. Check their definitions here:

<https://docs.battlesnake.com/references/api#object-definitions>



POST <https://your.battlesnake.server.com/move>

/move

This request will be sent for every turn of the game. Use the information provided to determine how your Battlesnake will move on that turn, either up, down, left, or right.

Parameters

Body		
game	object	Game Object describing the game being played.
turn	integer	Turn number for this move.
board	object	Board Object describing the game board on this turn.
you	object	Battlesnake Object describing your Battlesnake.

Responses

200	application/json
-----	------------------

```
1 {
2   "move": "up",
3   "shout": "I am moving up!"
4 }
```

How to push your changes to github?

1. To make your changes persistent you need to commit and push to your repository in github. In replit you can do that just by pressing one button and adding a nice message explaining what you changed.