cpgames

Release 0.1.0

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CHAPTER ONE

python, , ,

CHAPTER

TWO

CPGAMES

2.1

- : Linux or macOS or Windows
- Python: Python3.6+

2.2 Whl()

(python):

```
wget https://github.com/CharlesPikachu/Games/releases/download/v0.1.2/cpgames-0.1.2-py3-
↪none-any.whl
pip install cpgames-0.1.2-py3-none-any.whl
```

2.3 PIP()

(python):

```
pip install cpgames --upgrade
```

2.4

1.

:

```
pip install git+https://github.com/CharlesPikachu/Games.git@master
```

2.

Games:

```
git clone https://github.com/CharlesPikachu/Games.git
```

, Games:

```
cd Games
```

:

```
python setup.py install
```

CHAPTER

THREE

3.1

3.1.1 ()

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('bunnybadger')
```

3.1.2

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('voicecontrolpikachu')
```

3.1.3

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('puzzlepieces')
```

3.1.4

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('ski')
```

3.1.5

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('tankwar')
```

3.1.6

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('flappybird')
```

3.1.7

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('trexrush')
```

3.1.8

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('towerdefense')
```

3.1.9

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('catchcoins')
```

3.1.10

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('aircraftwar')
```

3.1.11

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('tetris')
```

3.1.12

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('sokoban')
```

3.1.13

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('alieninvasion')
```

3.1.14

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('pacman')
```

3.1.15

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('gemgem')
```

3.1.16 24

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('twentyfourpoint')
```

3.1.17

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('pingpong')
```

3.1.18

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('breakoutclone')
```

3.1.19

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('bomberman')
```

3.1.20

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('maze')
```

3.1.21

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('whacamole')
```

3.1.22

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('gobang')
```

3.1.23 2048

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('twozerofoureight')
```

3.1.24

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('greedysnake')
```

3.1.25

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('minesweeper')
```

3.1.26

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('angrybirds')
```

3.1.27

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('flipcardbymemory')
```

3.1.28

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('magictower')
```

3.1.29

1.

2.

```
from cpgames import cpgames

game_client = cpgames.CPGames()
game_client.execute('bloodfootball')
```

3.2

:

```
import random
from cpgames import cpgames

game_client = cpgames.CPGames()
all_supports = game_client.getallsupported()
game_client.execute(random.choice(list(all_supports.values())))
```

CHAPTER FOUR

4.1 2022-01-08

- : v0.1.0,
- : 27

4.2 2022-03-21

- : v0.1.1,
- : , LinuxBUG

4.3 2022-04-25

- : v0.1.2,
- :

CHAPTER FIVE

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CHAPTER SIX

, ,

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