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# **boatman Documentation**

***Release 0.0.6***

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A simple logic game.

Portuguese

Um jogo de lógica simples.



## **DESCRIPTION, FEATURES AND TO DO**

### **Description**

A simple logic game. A boatman is commissioned to take a Wolf, a Goat and some Pasture to the other margin. He can only take one at the time. While he is on the dock, nothing happens. As soon as he leaves, the animals will try to eat. The order of transportation is important because the Wolf eats the Goat and the Goat eats the Pasture, but the Wolf doesn't eat the Pasture.

### **Portuguese**

Um jogo de lógica simples. Um barqueiro é contratado para levar um Lobo, uma Cabra e Pasto para a outra margem. Só pode levar um de cada vez. Enquanto está na doca nada acontece. Assim que sai, os animais tentam comer. A ordem de transporte é importante porque o Lobo come a Cabra e a Cabra come o Pasto, mas o Lobo não come o Pasto.

### **Features:**

- Easy to play.
- Simple game.

### **To do**

boatman.py: check for unicode and clear boatman.py: add sound boatman.py: gui version





## INSTALLATION AND USAGE

### Installation

```
$ pip install boatman
```

### Usage

```
$ boatman
```



## RESOURCES AND CONTRIBUTING

### Resources

- [Repository PyPI](#)
- [Documentation PyPI](#)
- [Repository Github](#)
- [Documentation Read the Docs](#)

### Contributing

If Other repository above is Github or compatible, follow these guidelines for contributing:

1. Fork the [repository](#) .
2. Make a branch of master and commit your changes to it.
3. Ensure that your name is added to the end of the AUTHORS.rst file using the format: Name  
<email@domain.com>
4. Submit a Pull Request to the master branch.



## REFERENCE

### 4.1 ansi

ANSI helper functions.

`ansi.clear_line (line)`  
Clear line.

`ansi.clear_screen ()`  
Clear screen.

`ansi.print_at (line, col, text)`  
Print at line and column. Requires colorama.

`ansi.set_print_pos (line, col)`  
Define printing position. Requires colorama.

### 4.2 boatman

A simple logic game. A boatman is commissioned to take a Wolf, a Goat and some Pasture to the other margin. He can only take one at the time. While he is on the dock, nothing happens. As soon as he leaves, the animals will try to eat. The order of transportation is important because the Wolf eats the Goat and the Goat eats the Pasture, but the Wolf doesn't eat the Pasture.

Portuguese

Um jogo de lógica simples. Um barqueiro é contratado para levar um Lobo, uma Cabra e Pasto para a outra margem. Só pode levar um de cada vez. Enquanto está na doca nada acontece. Assim que saí, os animais tentam comer. A ordem de transporte é importante porque o Lobo come a Cabra e a Cabra come o Pasto, mas o Lobo não come o Pasto.

`boatman.fireworks ()`  
Print fireworks.

`boatman.main ()`  
Clear screen, draw scenario, request input and select correct action.

`boatman.move_boat (to_pos)`  
Move boat to right/left dock, and returns position after move.

`boatman.move_left (item, boat_pos, left_items, right_items)`  
Move item to left dock.

`boatman.move_right (item, boat_pos, left_items, right_items)`  
Move item to right dock.

`boatman.upd_status (cur_boat_pos, left_items, right_items)`  
Update game status, showing a message and if won some fireworks.

## 4.3 localization

Localization.

`localization.sys_lang()`  
Get system language.

## 4.4 utils

Utilities.

`utils.run (win_cmd=u'', x_cmd=u'')`  
Run OS command.

## CHANGELOG

0.0.6 2015-05-14

Code cleanup.

0.0.5 2015-05-02

Update .gitignore.

0.0.4 2015-05-02

Update build system.

0.0.3 2015-05-02

Correct problem with git dist.

0.0.2 2015-05-02

Code cleanup.  
Improve Py3 compatibility.

0.0.1 2014-06-12

Initial release. cx\_Freeze build doesn't work.





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