
snake Documentation

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This is a simple snake game. The original purpose was to create a game for use with reinforcement learning, but the game can be played in the terminal by humans. If you want to use the game for reinforcement learning you only need `SnakeGame`. This will create a self-contained instance of a game of snake which can be interacted with programatically.

When the game is run in the terminal it is wrapped by `GameIO`, which captures keyboard input and sends it to `SnakeGame` and also writes the state of the game to the screen.

CHAPTER 1

Indices and tables

- `genindex`
- `modindex`
- `search`