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Welcome to the Python Games Collection repository! This project contains implementations of classic games in Python, using Pygame for an interactive and fun experience. Each game is contained within its own folder, complete with the main game code, unit tests, and detailed instructions for playing. Whether you're looking to enjoy these classic games or learn from their code, this collection has something for everyone! Python-Games-Collection/ | — GuessTheNumber/ | — GuessTheNumber.py # Main code for the Guess The Number game | — test\_GuessTheNumber.py # Unit tests for the Guess The Number game | — README.md # Documentation for the Guess The Number game | — Pong/ | — Pong.py # Main code for the Pong game | — test\_Pong.py # Unit tests for the Pong game | — README.md # Documentation for the Pong game | — Snake/ | — Snake.py # Main code for the Snake game | — test\_Snake.py # Unit tests for the Snake game | — README.md # Documentation for the Snake game | — TicTacToe/ | — TicTacToe.py # Main code for the Tic Tac Toe game | — test\_TicTacToe.py # Unit tests for the Tic Tac Toe game | — README.md # Documentation for the Tic Tac Toe game | — SpaceInvaders/ | — SpaceInvaders.py # Main code for the Space Invaders game | — test\_SpaceInvaders.py # Unit tests for the Space Invaders game | — README.md # Documentation for the Space Invaders game | — 2048/ | — 2048.py # Main code for the 2048 game | — test\_2048.py # Unit tests for the 2048 game | — README.md # Documentation for the 2048 game | — MemoryGame/ | — Memory.py # Main code for the Memory game | — test\_Memory.py # Unit tests for the Memory game | — README.md # Documentation for the Memory game | — README.md # Global documentation for the repository A number guessing game where the player tries to guess a randomly generated number within a range. The game provides hints after each guess, indicating if the target number is "Higher" or "Lower" than the player's guess. Features include: Customizable range for the target number Feedback on each guess: "Higher", "Lower", or "Correct!" Keeps track of the number of attempts See the Guess The Number README A classic two-player game where each player controls a paddle, and the objective is to hit the ball past the opponent's paddle to score points. Features include: Player-controlled paddle with arrow keys AI-controlled opponent paddle Ball bouncing off walls and paddles Score display See the Pong README A single-player game where the player controls a snake that grows each time it eats food. The objective is to avoid colliding with the snake's own body or the boundaries. Features include: Growing snake with each food item eaten Increasing difficulty as the snake grows Boundary and self-collision detection Score display See the Snake README A two-player game (played on the same screen) where the objective is to be the first player to align three of your symbols in a row, column, or diagonal. Features include: 3x3 grid display Turn-based gameplay for two players Win and draw detection Console-based interface for simplicity See the Tic Tac Toe README A classic arcade game where you control a spaceship and try to defend against waves of invading enemies. Destroy as many enemies as you can, earn points, and survive for as long as possible. Features include: Player-controlled spaceship that can shoot bullets Waves of enemies that move in formation and drop down as they reach screen edges Score tracking and lives system Game Over detection See the Space Invaders README A puzzle game where the objective is to combine tiles with the same value to reach the elusive 2048 tile. Slide the tiles, combine matching numbers, and try to reach the highest score! Features include: 4x4 grid with sliding and combining mechanics Random tile generation after each move Score tracking and win/lose conditions Reset option to start a new game See the 2048 README A classic memory card game where the objective is to find all matching pairs of cards on a 4x4 grid. Flip the cards, try to remember their positions, and match all pairs to win the game! Features include: Flip and match mechanics with 1-second delay for unmatched pairs 4x4 grid with 8 unique pairs, randomly shuffled Game completion detection with a congratulatory message See the Memory Game README Each game requires: Python 3.6 or higher Pygame library (for all games except Guess The Number and Tic Tac Toe) To install Pygame, run: Clone the repository: git clone cd Python-Games-Collection Navigate to the desired game folder: cd Pong # or cd Snake, cd TicTacToe, cd GuessTheNumber, etc. Run the game: python Pong.py # or python Snake.py, python TicTacToe.py, etc. To run the tests: python -m unittest test\_Pong.py # or test\_Snake.py, test\_TicTacToe.py, etc. Contributions to improve these games or add features are welcome! Please follow these steps: Fork the repository. Create a new branch (git checkout -b feature/new-feature). Commit your changes (git commit -am 'Add new feature'). Push to the branch (git push origin feature/new-feature). Open a Pull Request. This project is licensed under the MIT License. See the LICENSE file for more details. Enjoy playing and exploring these classic games with Python! NXBrew-dl is intended to be an easy-to-user interface to download ROMs, DLC and update files for NSP. It does so via a GUI interface, allowing users to download items in bulk and keeping things up-to-date. As of now, this is in extremely early development. It will parse and download many ROMs, and by default will only grab ROMs from either the USA or Europe (USA preferred) that are marked as having English language releases. We recommend using the executable version. You can grab the latest release from the releases page. Place the .exe wherever you want, and double-click to load. Alternatively, you can install via pip: Or download the latest from GitHub: git clone cd nxbrew-dl pip install -e . -r requirements.txt If you use these versions, you can then run from the terminal as: To get things set up, see the documentation. We encourage users to open issues as and where they find them. Add a description, image, and links to the games topic page so that developers can more easily learn about it. Curate this topic To associate your repository with the games topic, visit your repo's landing page and select "manage topics." Learn more You can't perform that action at this time. 近年来，世界模型与具身智能技术的迅猛发展正在改变人工智能和机器人领域的格局。世界模型通过学习环境的动态特征，使得智能体能够预测和规划未来的行为。而具身智能则强调智能体与其物理环境的交互，从而实现更自然和高效的任务执行。这些技术在自动驾驶、智能制造、医疗辅助等领域展现出了巨大的应用潜力。GAMES（计算机图形学与混合现实研讨会）作为中国计算机学会CAD&CG专委会最具影响力的线上论坛，具年度线下会议专注于特定专题，通过前沿报告、观点分享、分组研讨等形式，进行深度的思想碰撞和技术交流，最终形成该领域的发展建议白皮书。GAMES 2024将于2024年9月21-22日在广州举行，主题为“世界模型与具身智能”，邀请学术界和产业界的杰出研究人员，共同探讨该主题的基础理论、算法与数据平台，以及新兴应用场景。会议组织形式将让所有参会人员都有机会贡献自己的思想和观点，推动该领域的发展。本次研讨会由浙江大学施虎军教授和北京大学陈宝收教授担任大会主席，由香港科技大学王泽宇助理教授和浙江大学胡端珍教授担任组织委员会主席。会议将邀请特邀嘉宾进行前沿报告，进行观点分享，并组织圆桌论坛和分组讨论，共议学术界和产业界之间的紧密合作，探寻实现重大学术突破和工业变革的路径，最终总结形成领域现状报告和发展路径白皮书。GAMES 2024致力于为与会者提供一个深度交流与合作的平台，通过丰富多样的研讨形式促进学术界与产业界的融合，推动世界模型与具身智能技术的创新与进步，促进该领域的全面发展。 时间：2024年9月21-22日 地点：广东省广州市南沙区笃学路1号 香港科技大学（广州）

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