
Arcade Documentation

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Arcade is a library of algorithms for OpenAI's retro arcade games.

CHAPTER 1

Introduction

2.1 Stable release

To install arcade, run this command in your terminal:

```
pip install arcade
```

This is the preferred method to install molecules, as it will always install the most recent stable release.

If you don't have [pip](#) installed, this [Python installation guide](#) can guide you through the process.

2.2 From sources

The sources for molecules can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
git clone git://github.com/yngtodd/arcade
```

Or download the [tarball](#):

```
curl -OL https://github.com/yngtodd/arcade/tarball/master
```

Once you have a copy of the source, you can install it with:

```
python setup.py install
```


CHAPTER 3

Usage

To use arcade in a project:

```
import arcade
```


CHAPTER 4

References

A collection of references and reading materials.

4.1 Books

4.2 Papers

4.3 Blogs and Wikis

CHAPTER 5

Indices and tables

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