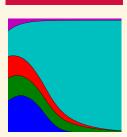
Will I have enough Mana?

Vince: @drvinceknight





Software Sustainability Institute





Software Sustainability Institute







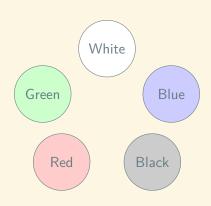
Magic The Gathering

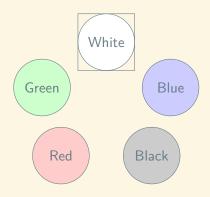


From: https://magic.wizards.com/en/magic-gameplay

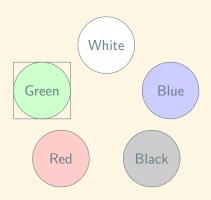


From: https://magic.wizards.com/en/magic-gameplay

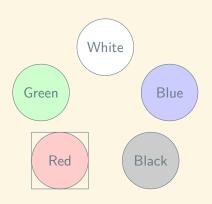




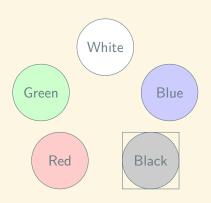




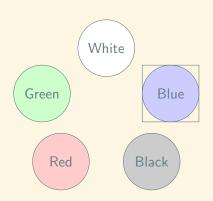












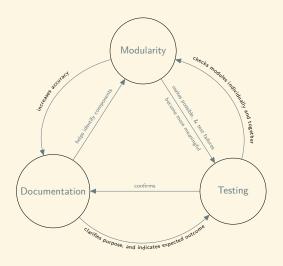


Magic Demo

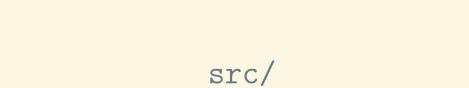
Code Demo



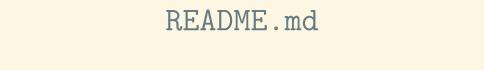
```
@dataclass
class Card:
    """A class for a base card."""
    title: Union[str. None] = None
    cost: Mana = Mana()
    tapped: bool = False
    def tap(self) -> None:
        """A method to tap a card"""
        self.tapped = True
   def untap(self) -> None:
        """A method to untap a card"""
        self.tapped = False
   def cast(self, pool: Mana) -> Mana:
        .....
        A method to cast a card.
        Parameters:
            - pool: a mana pool
        It returns the pool after casting it.
        If there is insufficient mana in
        the pool the pool will be unmodified.
        .....
        if self.cost <= pool:</pre>
            pool -= self.cost
        return pool
```



With: @GeraintPalmer and @NikoletaGlyn







Anton Zhiyanov:

How to make an awesome Python package in 2021

https://antonz.org/python-packaging/

Daniele Procida

Diátaxis Framework - A Systematic Framework For Technical Documentation Authoring.

https://diataxis.fr

Will I have enough mana?

```
python -m pip install ertai
https://github.com/drvinceknight/ertai/
              (PRs welcome)
 https://antonz.org/python-packaging/
          https://diataxis.fr
      https://magic.wizards.com/
             @drvinceknight
```