

Texity



Построй город прямо в Telegram

Начнём с чего-то попроще...

● ● ● Texity - main.py

```
1 import bot
2
3 if __name__ == "__main__":
4     bot.run()
5
```

Гордость проекта, между прочим ;)

```
Texity - logger.py

1  import logging
2
3  from telegram import Update
4  from telegram.ext import CallbackContext
5
6  logging.basicConfig(
7      format='%(asctime)s - %(name)s - %(message)s', level=logging.INFO
8  )
9
10 logger = logging.getLogger(__name__)
11
12
13 def log(func): # Декоратор для логирования
14     def wrapper(update: Update, context: CallbackContext) → int:
15         logger.info('{}: {}'.format(update.message.from_user.id, update.message.text))
16         return func(update, context)
17     return wrapper
18
```



Texity - bot.py

```
1  from secrets import API_KEY
2
3  from datetime import datetime
4
5  from telegram import ReplyKeyboardMarkup, ReplyKeyboardRemove, Update
6  from telegram.ext import (CallbackContext, CommandHandler, ConversationHandler,
7                           Filters, MessageHandler, Updater)
8
9  from game import *
10 from logger import log
11
12 markup = ReplyKeyboardMarkup([[ 'Город' ],
13                               [ 'Ресурсы', 'Рынок' ],
14                               [ 'Население', 'Строительство' ],
15                               [ 'Внешняя политика' ]],
16                               one_time_keyboard=False, resize_keyboard=True)
17
18
19 def start(update: Update, context: CallbackContext) → int: ...
20
21 def set_name(update: Update, context: CallbackContext) → int: ...
22
23 def help(update: Update, context: CallbackContext) → int: ...
```

```
23 def help(update: Update, context: CallbackContext) → int: ...
24
25 def menu(update: Update, context: CallbackContext) → int: ...
26
27
28 def run():
29     updater = Updater(API_KEY)
30     dp = updater.dispatcher
31
32     conv_handler = ConversationHandler(
33         entry_points=[CommandHandler('start', start)],
34         states={
35             MENU: [ ... ],
36
37             RESOURCES: [ ... ],
38
39             MARKET: [ ... ],
40
41             POPULATION: [ ... ],
42
43             CONSTRUCTION: [ ... ],
44
45             FOREIGN_POLICY: [ ... ],
46
47             INFO: [ ... ],
48
49             WAITING_FOR_CITY_NAME: [ ... ],
50             WAITING_FOR_SUM_TO_BUY: [ ... ],
51             WAITING_FOR_COUNT_TO_BUILD: [ ... ],
```

```
52         WAITING_FOR_TYPE_OF_METAL: [ ... ],
53         WAITING_FOR_COUNT_OF_METAL: [ ... ],
54
55         CHANGE_OR_GO_TO_MENU_MARKET: [ ... ],
56         CHANGE_OR_GO_TO_MENU_BUILDINGS: [ ... ],
57         CHANGE_OR_GO_TO_MENU_REMELTING: [ ... ],
58
59         SUCCESSFUL_BUYING: [ ... ],
60         SUCCESSFUL_BUILD: [ ... ],
61         SUCCESSFUL_REMELTING: [ ... ]
62
63     },
64     fallbacks=[CommandHandler('cancel', menu)],
65 )
66
67
68 dp.add_handler(conv_handler)
69
70 updater.start_polling()
71 updater.idle()
72
73
74 run()
75
```

