



EMF2026 - Running the game on a **LOCAL** install

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Coded by: YOU!!!!

Deploy our own server and game!

For the Battlesnake we build in this workshop, we use the **Python Starter Project**. This project implements just enough code for a simple Battlesnake that moves randomly (and not much else).

We first need to do some setup on your local environment

Deploy our own server and game!

Install Python from the python website: python.org

Download the latest version and run the installer.

Once the installer has started, follow the instructions as provided in the wizard screen until the installation is complete.

Make sure to select to add Python to the environment path.

Open the command prompt and type **python -V** to verify Python was installed.

Deploy our own server and game!

Install Git on Windows: gitforwindows.org

Download the latest version and run the installer.

Once the installer has started, follow the instructions as provided in the wizard screen until the installation is complete.

Open the command prompt and type **git version** to verify Git was installed.

Deploy our own server and game!

Install Golang on Windows: go.dev

Download the latest version and run the installer.

Once the installer has started, follow the instructions as provided in the wizard screen until the installation is complete.

Make sure to select to add Go the environment path.

Open the command prompt and type **go version** to verify Go was installed.

Deploy our own server and game!

Install Battlesnake CLI

Open the command prompt and type:

go install github.com/BattlesnakeOfficial/rules/cli/battlesnake@latest

Deploy our own server and game!

Install the Battlesnake Python starter pack

Open the command prompt

Create a new folder: **md Battlesnake**

Open the new folder: **cd Battlesnake**

Download the starter pack:

git clone <https://github.com/BattlesnakeOfficial/starter-snake-python.git>

Open the newly downloaded folder: **cd starter-snake-python**

Install the additional required files: **pip install -r requirements.txt**

Deploy our own server and game!

On the command prompt, type: `python main.py`

You should see the following output once it is running

Running your Battlesnake at `http://0.0.0.0:8000`

* Serving Flask app 'My Battlesnake'

* Debug mode: off

Open localhost:8000 in your browser and you should see

```
{"apiversion":"1","author":"","color":"#888888","head":"default","tail":"default"}
```

Congratulations, your Battlesnake works!

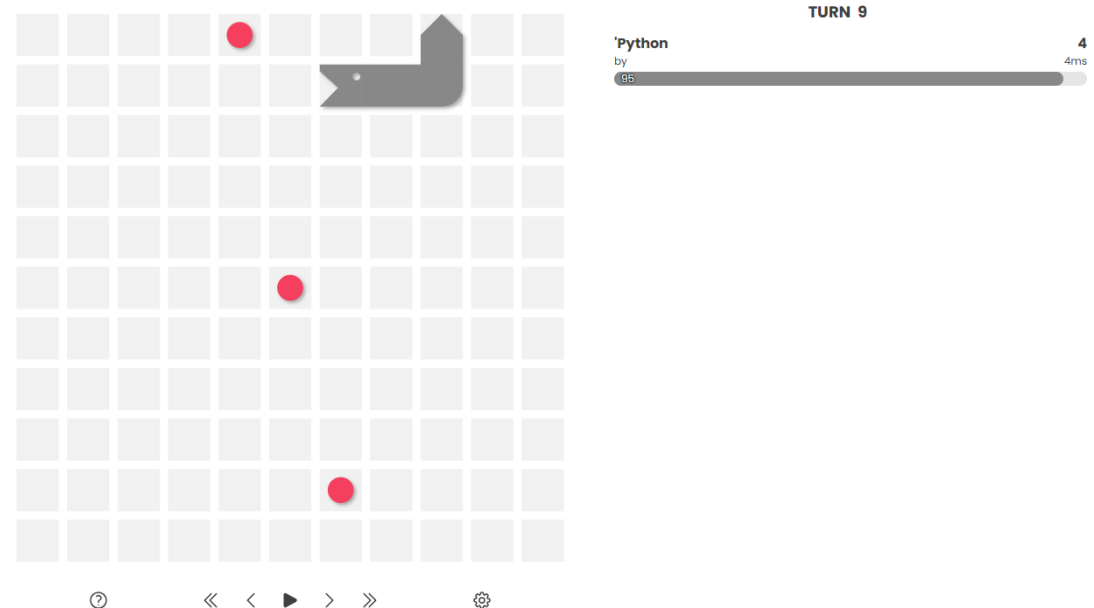
Create your Battlesnake game

Open a second command prompt and type:

```
battlesnake play -W 11 -H 11 -g solo --browser --name "Python Starter Project" --url http://localhost:8000
```

This will open a browser to show your game

Congratulations! You've deployed your first Battlesnake!



error: Battlesnake is an unknown command

During installation, you did not select to add GO to the environment path. There are 2 options to get this fixed

Option 1:

Add to your bash profile:

```
export GOPATH="$HOME/go" PATH="$GOPATH/bin:$PATH"
```

Refresh Terminal

Option 2:

Run the game with:

```
~/go/bin/battlesnake play -W 11 -H 11 -g solo --browser --name "Python Starter Project" --url http://localhost:8000
```

Customize your Battlesnake

To make sure everything is working correctly you can edit your Battlesnake's appearance (head, tail, and color).

The Starter Pack creates a little bit of a boring standard snake:



Lets first change that, make it your own fun snake!

Customize your Battlesnake

In a text-editor, open the **main.py** file

You should see code that defines a head, tail, and color for your Battlesnake on line 23 – 29

You can change these values to be whatever you'd like, selecting from the <https://play.battlesnake.com/customizations>

```
23     return {
24         "apiversion": "1",
25         "author": "bastiaanslee", # TODO: Your Battlesnake Username
26         "color": "#f5b041", # TODO: Choose color
27         "head": "tongue", # TODO: Choose head
28         "tail": "bolt", # TODO: Choose tail
29     }
```

Restart the game

Stop your python script (**CTRL+C**) and start again: **python main.py**

In the second command prompt, run the game again (**arrow up**)

Your Battlesnake should update to reflect your new appearance!



Test your snake against an opponent

Try with an opponent:

- **Loopings** is in red
- **Always Right** is in blue

```
battlesnake play -W 11 -H 11 -g default --browser --name "MySnake" --url  
http://localhost:8000 --name "Always Right" --url https://be1bb639-bdd8-  
495e-8d65-93530d7411be-00-3sfnu1z8jdvu3.spock.replit.dev/ --name  
"Loopings" --url https://8aa6f1b0-b53c-44cb-a8fa-99298e66f0e5-00-  
2vmna0clhbo6u.spock.replit.dev/
```



EMF2026 – Tournament with a **LOCAL** install

Register for the tournament

The tournament will run outside the EMF network, so it needs to know where your Battlesnake is available.

Use the next 2 slides for setting up NGROK.

NGROK: connect your own server to the world

Create an account with NGROK: dashboard.ngrok.com

After creating the account, you get a link to install NGROK

Open the windows command prompt and type **ngrok help** to verify NGROK was installed.

Now you have the command prompt open, install your token:

ngrok config add-authtoken 358934067d98ygiua9dtgadg

NGROK: connect your own server to the world

To bring your game to the big wide open web, on the command prompt, enter: **ngrok http http://localhost:8000**

```
ngrok
♥ ngrok? We're hiring https://ngrok.com/careers

Session Status      online
Account             BastiaanSlee (Plan: Free)
Update              update available (version 3.26.0, Ctrl-U to update)
Version             3.24.0-msix
Region              Europe (eu)
Latency              11ms
Web Interface        http://127.0.0.1:4040
Forwarding            https://[random].ngrok-free.app -> http://localhost:8000

Connections          ttl    opn    rt1    500ms    p50    p90
                     0      0      0.00    0.00    0.00    0.00
```



For registration of your Battlesnake, the Forwarding address is needed

Create your Battlesnake game

Create a new Battlesnake by going to play.battlesnake.com/account/battlesnakes.

Copy your server URL from Replit (see previous step) into the 'URL' field for your new Battlesnake. Next, give it a sn(e)aky name, and click save.

Create New Battlesnake

Name

First Battlesnake from Bastiaan

...

Server URL

https://f8a68f9c-b554-4&b=987a-99928e666f0e-0a27c00a9c0db05e.spock.replit.dev/

Hide

Engine Region

US-WEST (Oregon)

What are engine regions?

Description

WHY2025 Battlesnake

Programming Language

Python

Platform

Replit

Who can create custom games with this Battlesnake?

☒ Only me (Private)

☐ Anyone with a Battlesnake account (Public)

SAVE BATTLESLAKE

Register for the tournament

Go to Battlesnake tournaments: **URL TO BE CREATED**

Select your snake and enter the tournament!





Leaderboards

Tournaments

Player Rankings

Customizations

Read the Docs

Create Game

My Battlesnakes

Redeem Code

Account Settings

★ Enjoying Battlesnake? [We need your help!](#) 💜

Battle of the best

Have a working battlesnake? Enroll into this competition to compete with others! - Players with 5000+ Rating Recommended - Standard map

When: November 11th, 5:00 PM PST
Organized by WarriorX

Registration

First Battlesnake from Bastiaan

ENTER TOURNAMENT



32 of 32 Competitors



AmoghKaree



apolloZX 🇬🇧



Keep building, get ready for the tournament!