
Lumache

Release 0.1

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This page will contain documentation for various Minecraft: Wii U related content, such as pointers, functions, classes, etc. This information was all pulled from various sources (Discord, YouTube, etc.)

Check out the [Usage](#) section for further information, including how to [Installation](#) the project.

Note: This project is under active development, and some information may be incorrect as well.

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1.1 Usage

1.1.1 Installation

To use Lumache, first install it using pip:

```
(.venv) $ pip install lumache
```

1.1.2 Creating recipes

To retrieve a list of random ingredients, you can use the `lumache.get_random_ingredients()` function:

The `kind` parameter should be either "meat", "fish", or "veggies". Otherwise, `lumache.get_random_ingredients()` will raise an exception.

For example:

```
>>> import lumache
>>> lumache.get_random_ingredients()
['shells', 'gorgonzola', 'parsley']
```

1.2 API