

AUGUST 13TH 2018

# HOW TO WASTE TIME IN R

# WHAT IS AN R PACKAGE?

- A collection of R functions, data, and compiled code in a well-defined format
- R comes with a standard set of packages, and others are available for download and installation
- R packages are stored in a directory called the library



# BUT SOMETIMES YOU'RE NOT TRYING TO WORK

I'm very busy doing things I don't need to do in order to avoid doing anything I'm actually supposed to be doing.



**ARCADE**

# FROM RCADE'S README:

## ↪ Motivation

*I always read the `Motivation` section first. Packages should always have a `Motivation` section in their `README` files.*

So, what is the motivation behind this useless package?

My first motivation was to test the RStudio viewer and I had this stupid idea to try some `HTML5` games. Why? I don't know. Some folks loved the idea of playing in RStudio. So, I took some times to develop this package. That's all.

## Installation

This package will never be released on CRAN.

You can install the development version from [GitHub](#) with:

```
# install.packages("devtools")
devtools::install_github('RLesur/Rcade')
```

# Usage

---

## List available games

```
Rcade::games
```

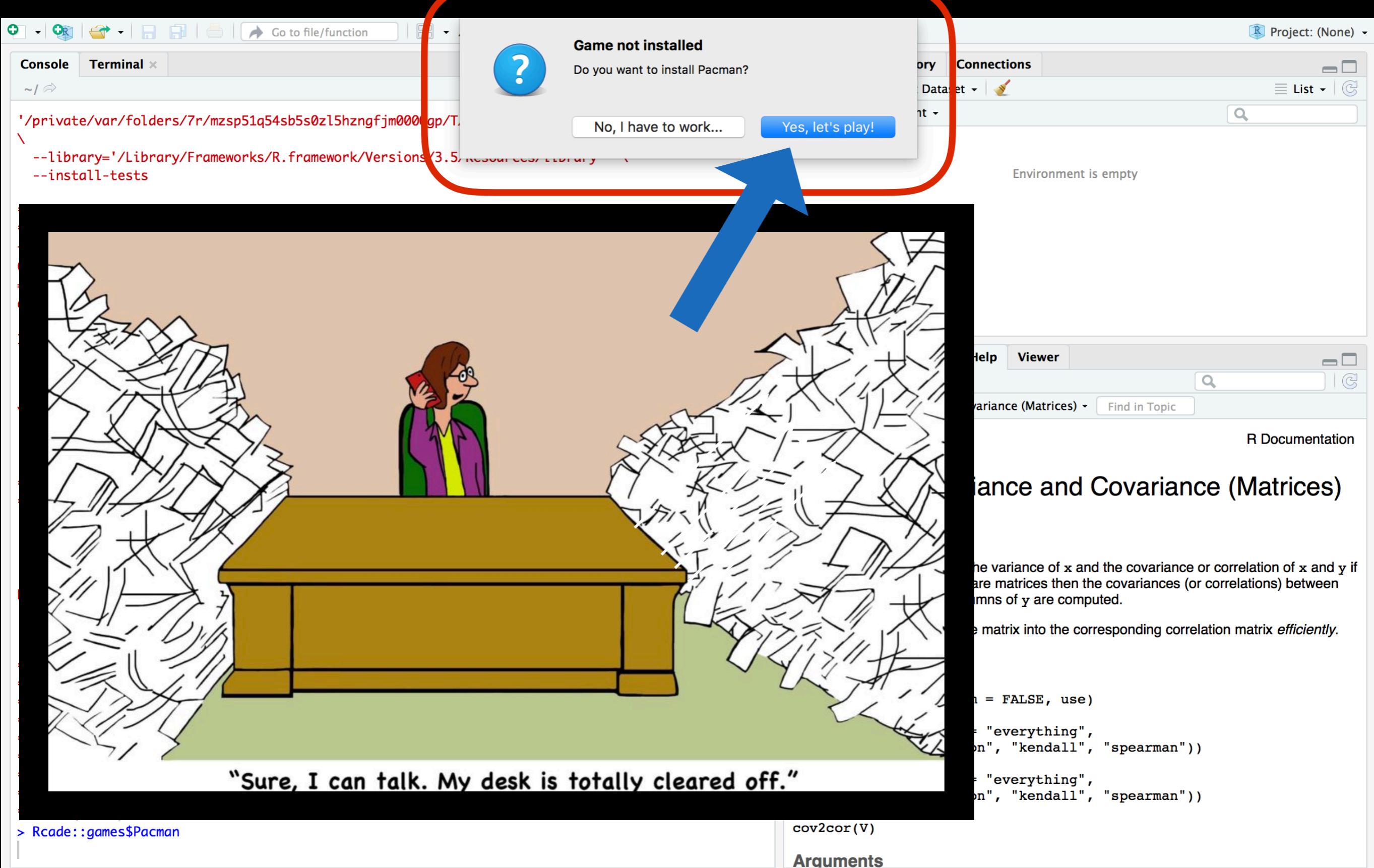
## Play a game

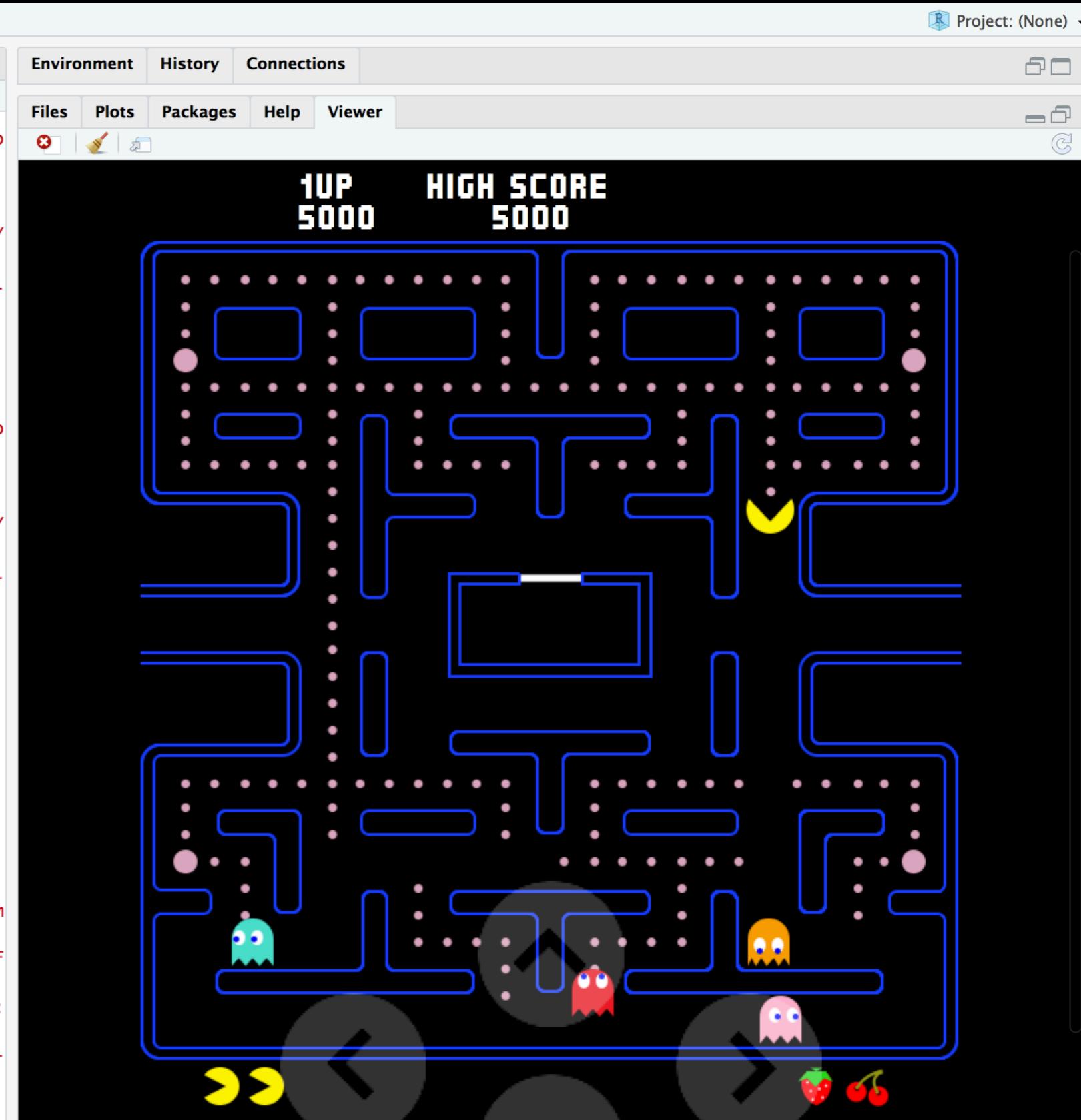
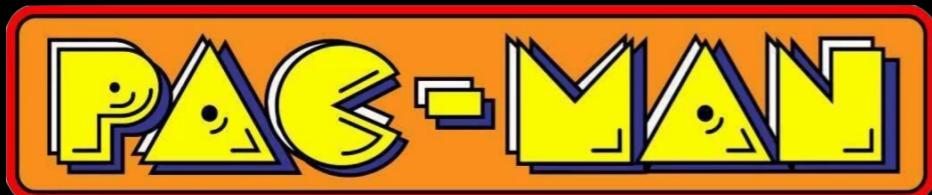
The first time you launch a game, you will be asked for installation.

Playing a game is quite easy. Here are some examples:

```
Rcade::games$ `2048`
```

```
Rcade::games$Pacman
```



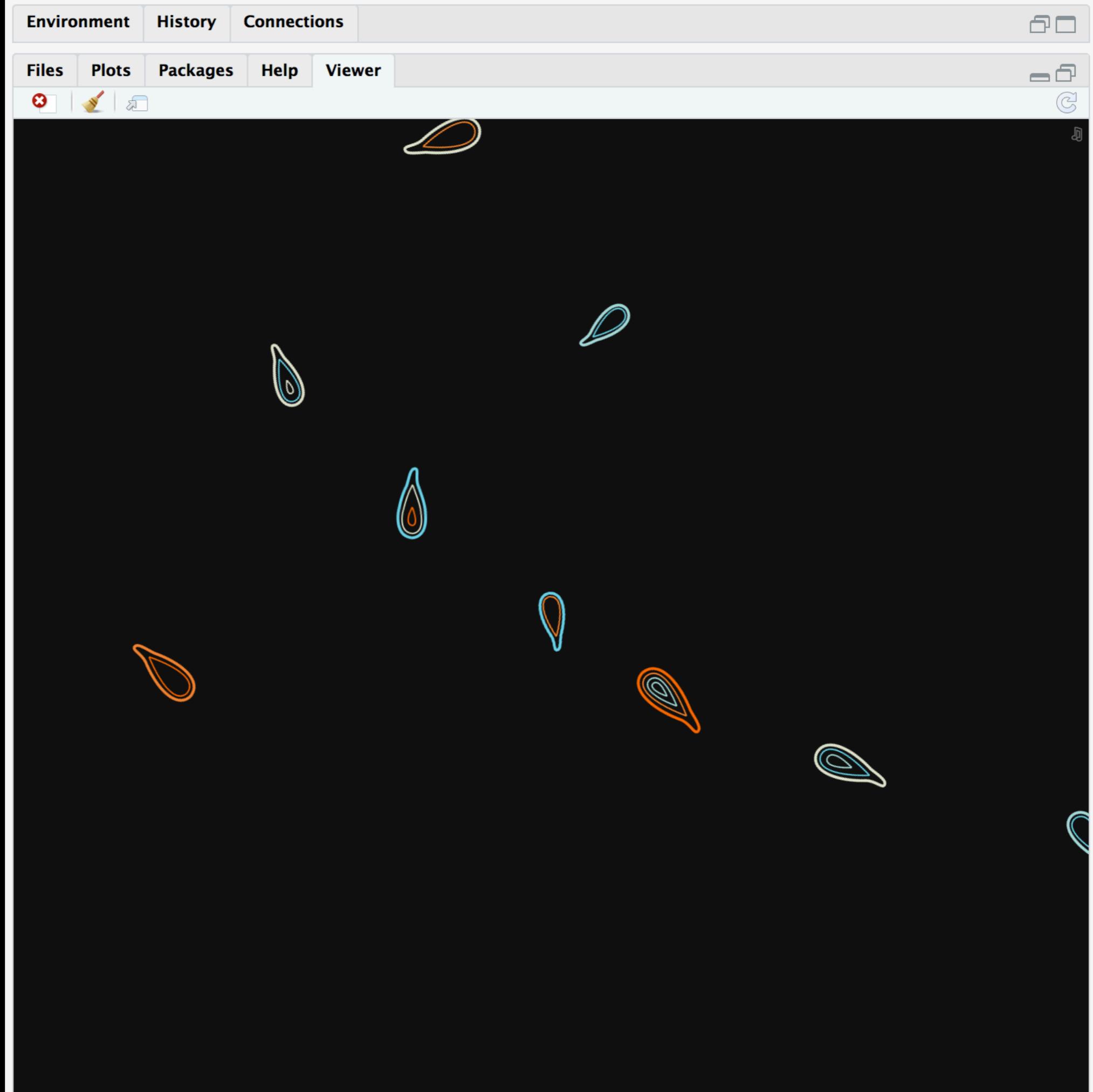


# INFINITE MARIO BROS

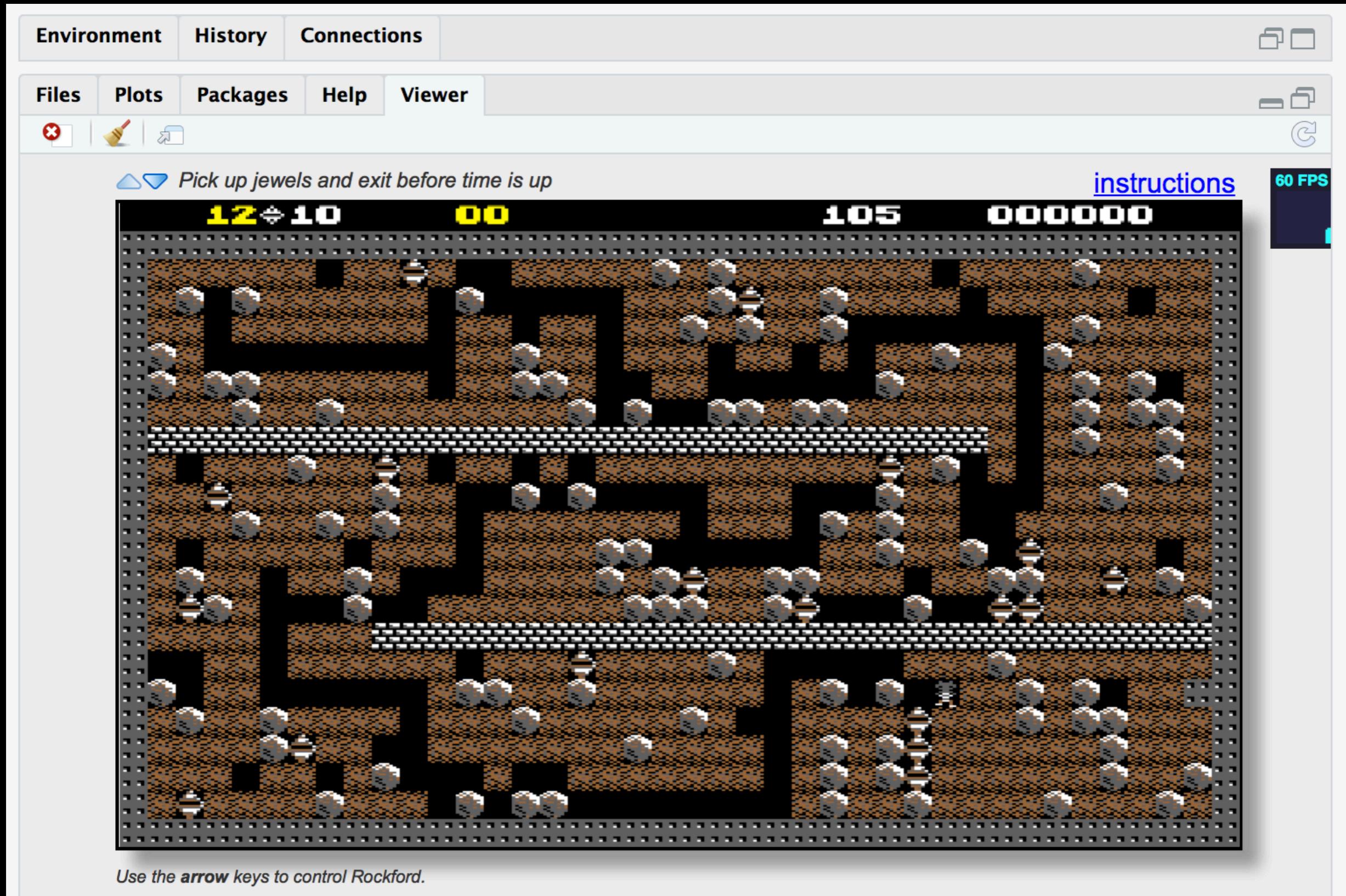
Press S to Start



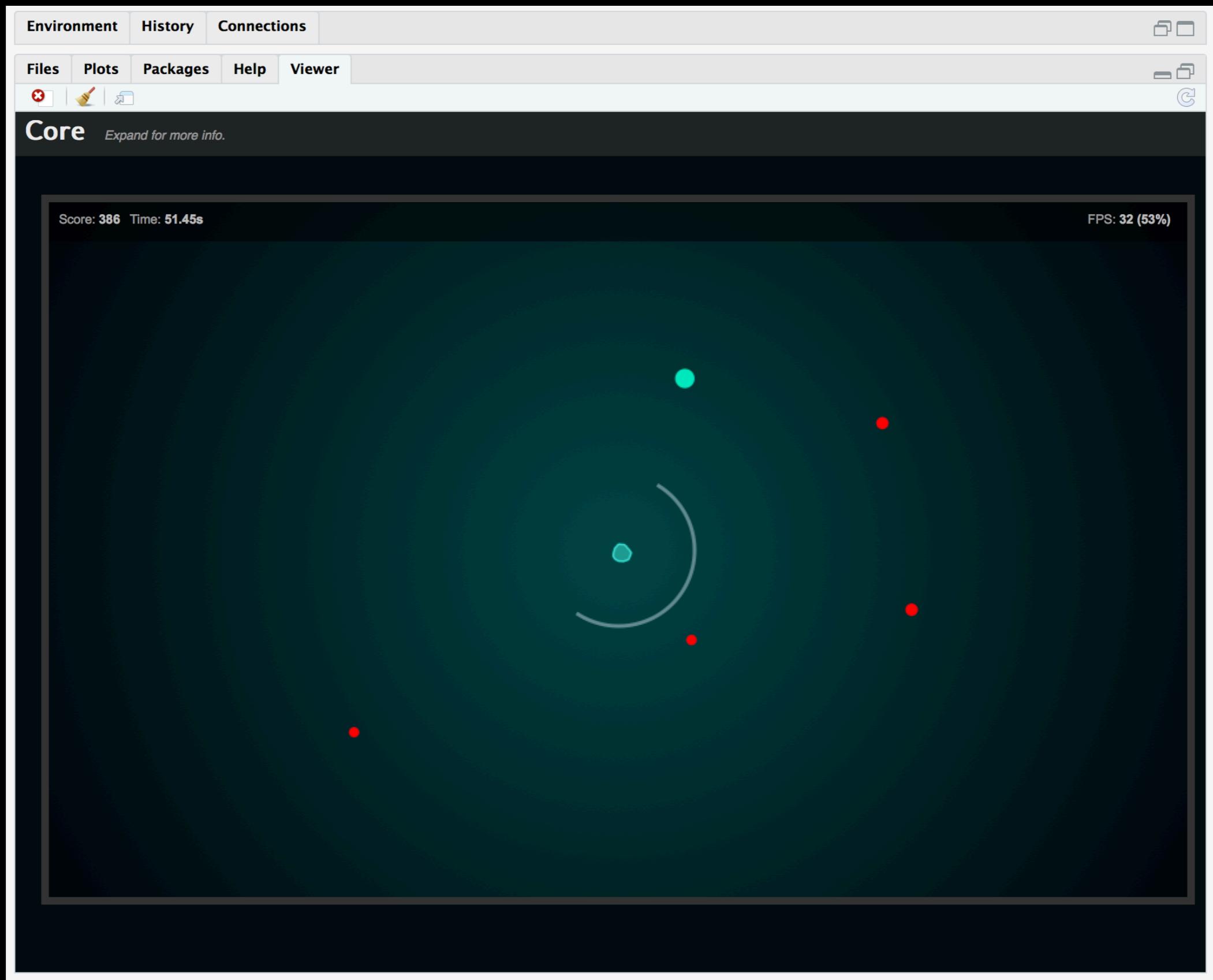
# POND



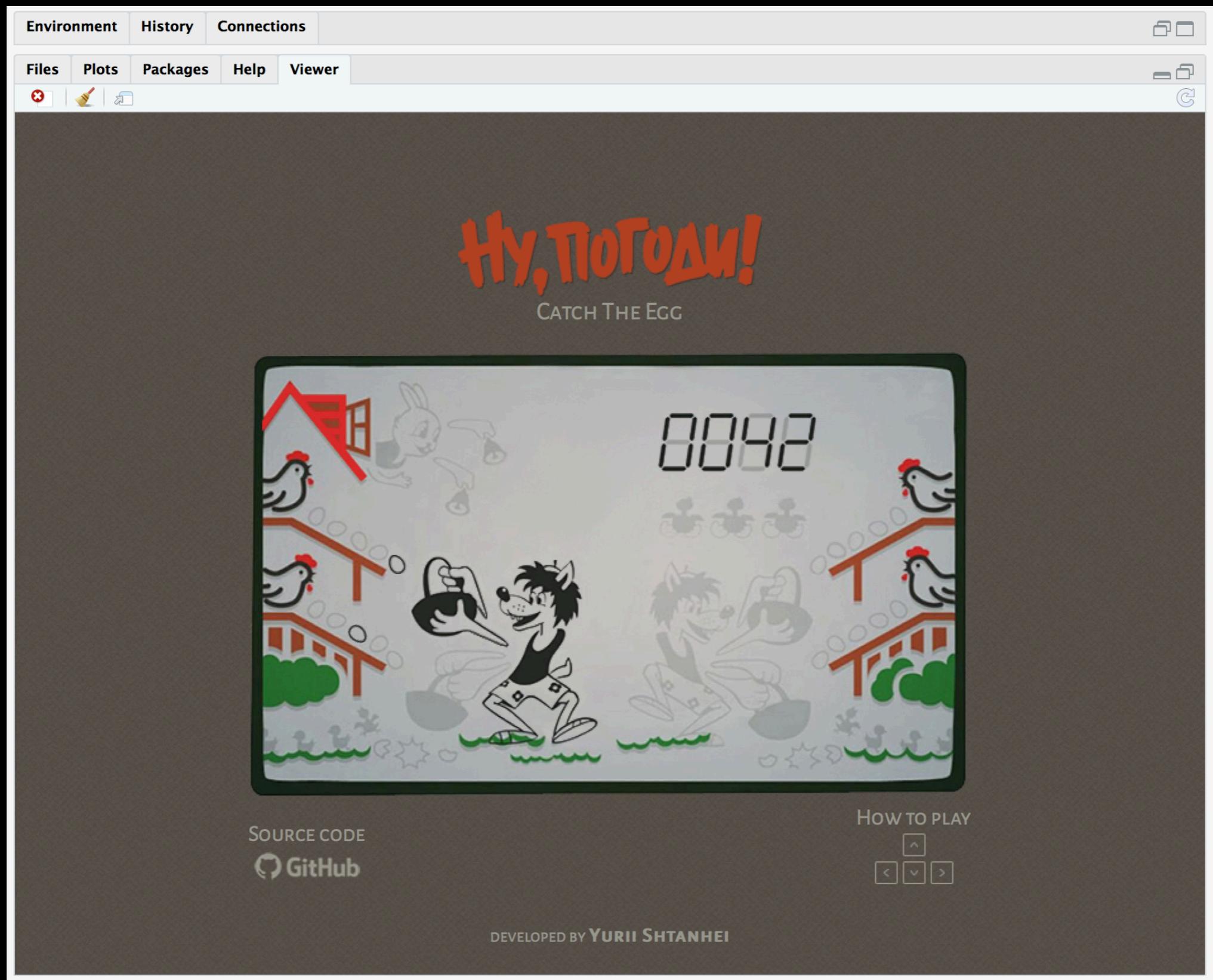
# BOULDER DASH



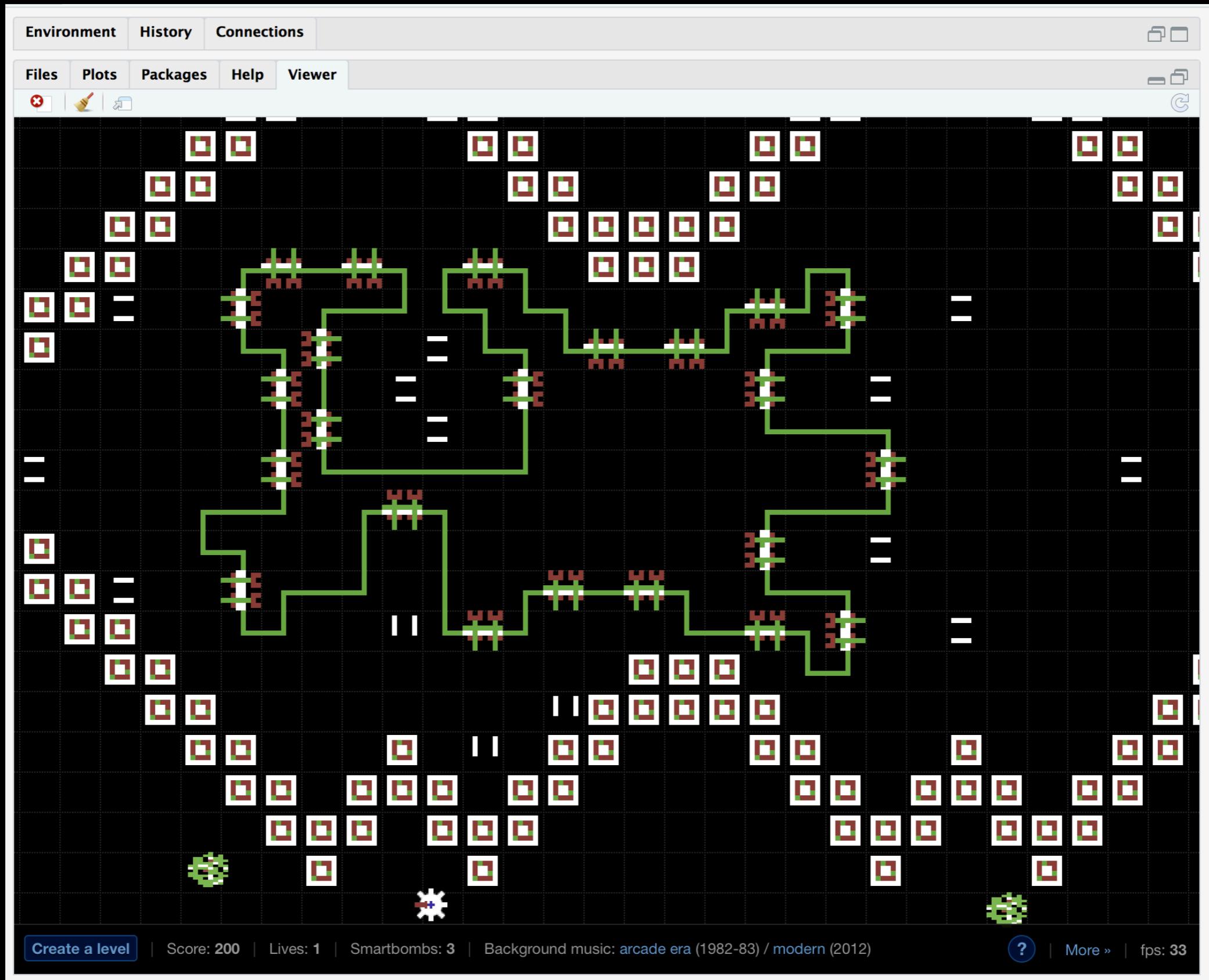
# CORE

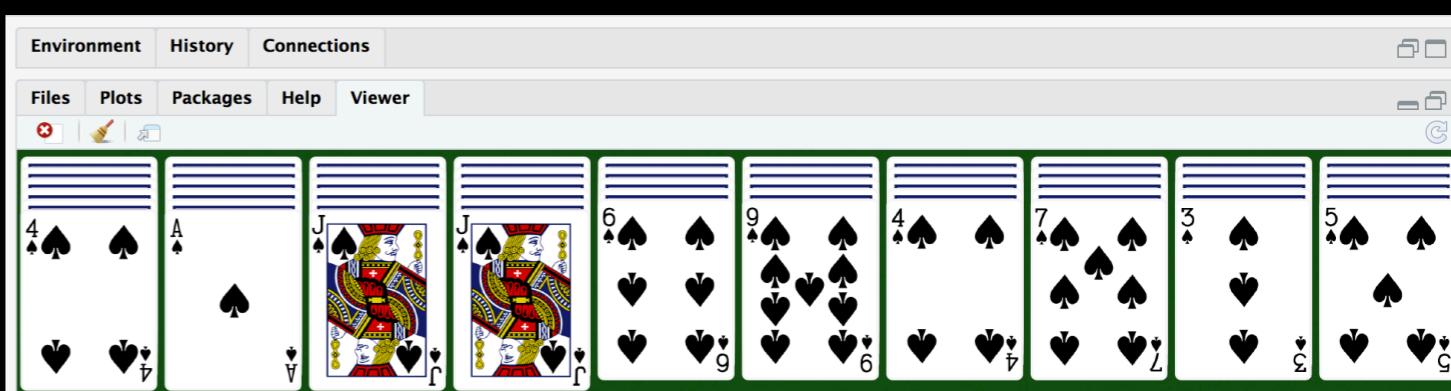


# CATCH THE EGG

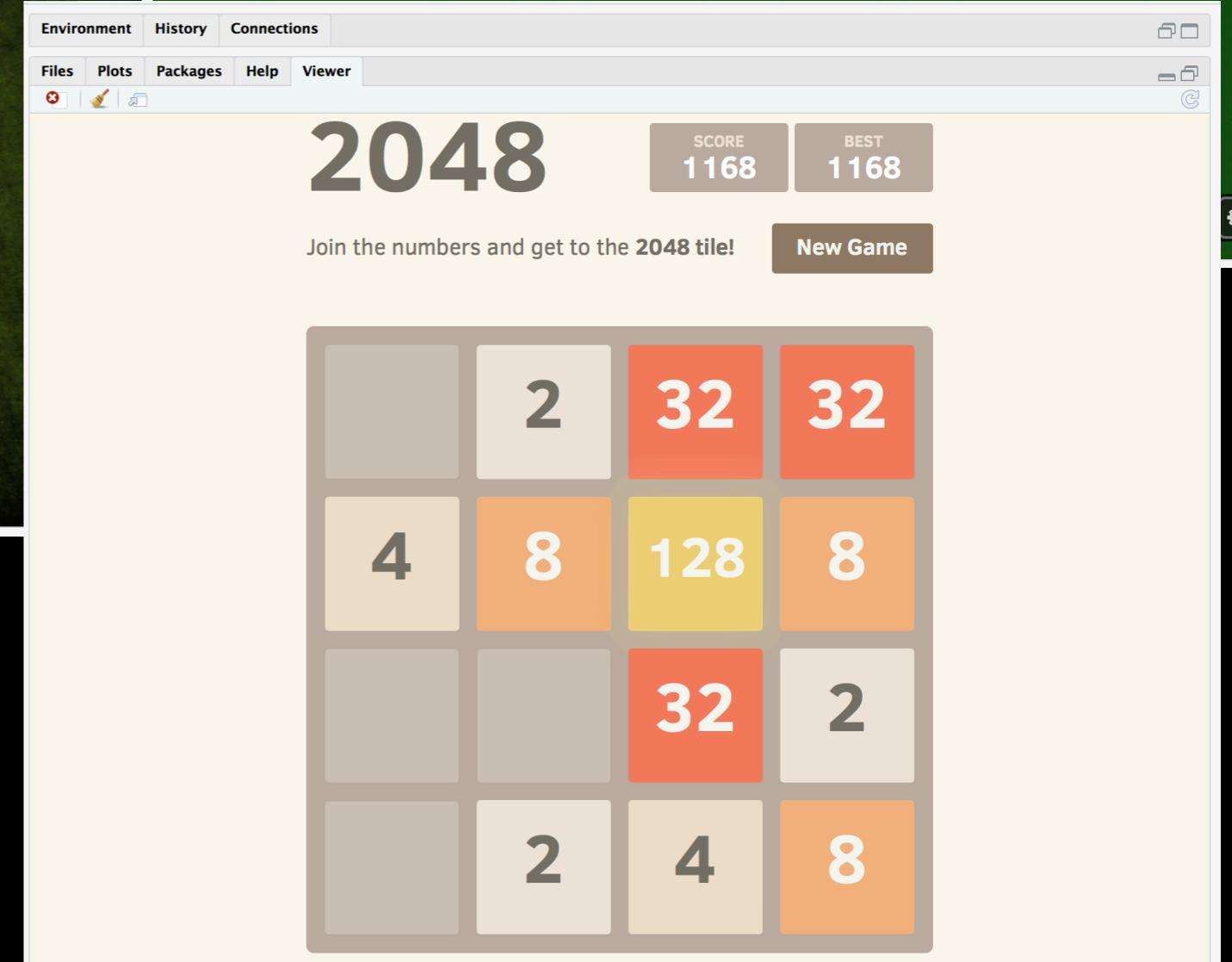


# SURVIVOR





SPIDER SOLITAIRE





# Custom Tetris

Change the way Tetris is played!

In a traditional Tetris setup, you play as a *defender*, trying to position blocks correctly and remain alive as long as possible. This version allows you to customize **both roles**: defending (as a human or AI) and attacking (picking blocks as a human, AI or randomly). You can even change them during the gameplay.

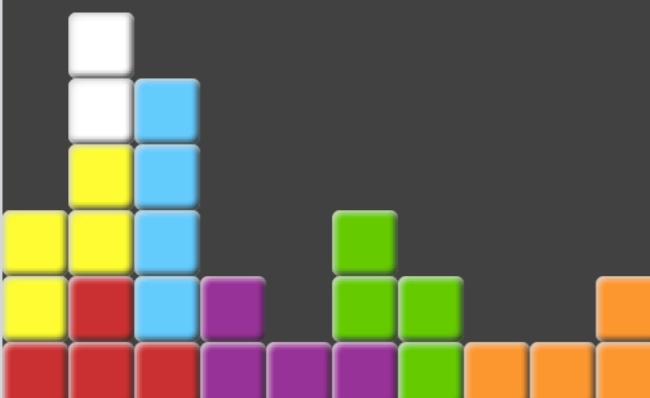
All of these possibilities can be used in a networked multiplayer game as well, resulting in a total of **12 games in 1!**

Attacker:

Defender:

Play!

This configuration is known as **CLASH OF THE TITANS**.



This contraption was made by [Ondřej Žára](#) for the [GitHub Game Off 2013](#) contest

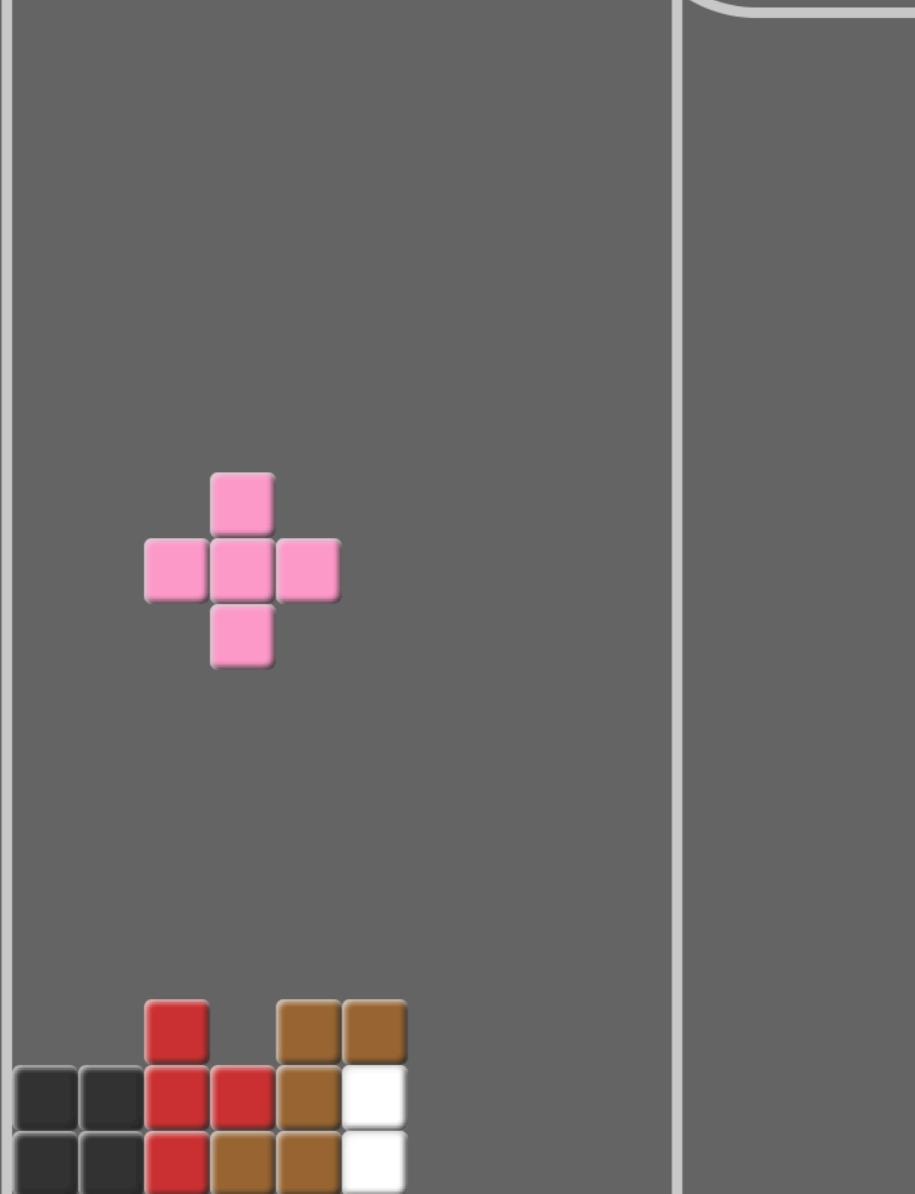


Defender: Human

Score: 0

Attacker: Random

Status: Playing



(1) Available: 2



(2) Available: 3



(3) Available: 2



(4) Available: 2



(5) Available: 2



(6) Available: 2



(7) Available: 2



(8) Available: 2



(9) Available: 1



(0) Available: 0



# HAPPY PROCRASTINATING!

From a procrastination standpoint,  
today has been wildly successful.

