

Package ‘HotSpots’

December 14, 2020

Title Hot Spots Game

Version 0.0.0.9000

Description This package allows you to play the game HotSpots. The goal is to get from the start spot (spot 1) to the finish spot (spot 25) by moving one spot horizontally or vertically at a time. Beware of hot spots which send you back to the start and make you lose a chance.

License GPL-2

Encoding UTF-8

LazyData true

Roxygen list(markdown = TRUE)

RoxygenNote 7.1.1

Suggests knitr, rmarkdown

VignetteBuilder knitr

NeedsCompilation no

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R topics documented:

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|---------|---------------------|
| move_to | <i>Move to Spot</i> |
|---------|---------------------|

Description

Move to a Spot on the Board

Usage

```
move_to(desired_spot, current_spot, chances, seed)
```

Arguments

| | |
|--------------|--|
| desired_spot | the number of the spot they player would like to move to |
| current_spot | the number of the spot the player is currently at |
| chances | the number of chances the player has left in the game |
| seed | the random number given to the player at the beginning of the game |

Details

We want to move to a spot on the board. The player must input the spot the player is currently at, the spot the player would like to move to, the number of chances the player has left, and the seed designated at the beginning of the game. Since the rules of the game only allow for a player to move one spot horizontally or vertically, if the player requests to move to a spot that is not one spot horizontally or vertically from the current spot, a message will print reminding the player of that rule and what the current spot is. They will also see where they currently are on the board. If the player requests to move to a spot that is allowed, the requested spot will become the current spot. Then, the function will check if the spot is a hot spot. If the spot is a hot spot, the player will lose a chance and be sent back to the starting spot (spot 1). If the spot is not a hot spot, the player will stay at the desired spot and can move again. If the spot is the finishing spot (spot 25), the player has won the game and can choose to start a new game using the new_game function.

Value

list with the current spot, number of chances the player has left, and seed

Author(s)

S. Ser

Examples

```
move_to(2, 1, 3, 1414)
```

new_game

Start a New Game

Description

Start a New Game

Usage

```
new_game()
```

Details

We want to start a new game of Hot Spots. This function begins a new game by setting the player's current spot to spot 1 (the starting spot). Displays the board with the player at spot 1. Selects a random number as the seed for the current game to use in the move_to function. This is used to select and retain the hot spots for the current game. Starts the player with three chances.

Value

list with the current spot, number of chances the player has left, and seed

Author(s)

S. Ser

Examples

```
new_game()
```

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