Package 'codebreaker'

January 28, 2023

Title Retro Logic Game

Version 1.0.1

Description Logic game in the style of the early 1980s home computers
that can be played in the R console. This game is inspired by
Mastermind, a game that became popular in the 1970s.
Can you break the code?

License GPL-3

Encoding UTF-8

URL <https://github.com/rolkra/codebreaker>

Imports beepr, cli

RoxygenNote 7.2.1

Suggests testthat

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-01-28 10:10:05 UTC

R topics documented:

cb_check_code   *Check code if correct*

Description

Check code if correct

Usage

```
cb_check_code(code_check, code_secret)
```

Arguments

code_check	Code to check
code_secret	Secret code

Value

list

cb_clean_code   *Clean code*

Description

Clean code

Usage

```
cb_clean_code(code, code_length = 4)
```

Arguments

code	Code
code_length	Length of code

Value

clean code

---

cb_code2vector *Convert code into a vector*

Description

Convert code into a vector

Usage

```
cb_code2vector(code)
```

Arguments

code   Code

Value

vector

---

cb_input_code *Input code*

Description

Input code

Usage

```
cb_input_code(step = 1, code_length = 4, color_list = c("R", "B"))
```

Arguments

step   Step
code_length   Length of code
color_list   List of available colors

Value

code

---

cb_intro   *Show Code Breaker Intro*

Description

Show Code Breaker Intro

Usage

```
cb_intro(name = NULL)
```

Arguments

name   Player name

Value

Prints sprite in console

---

cb_play_game   *Play a code breaker game*

Description

Play a code breaker game

Usage

```
cb_play_game(colors = NA, empty = FALSE, sound = TRUE, name = NULL)
```

Arguments

colors   Colors that can be used in game

empty   Empty code digit in secret code allowed?

sound   Play sounds?

name   Player name

Value

list

`cb_race_cup`	*Show Code Breaker Race Cup*

Description

Show Code Breaker Race Cup

Usage

```
cb_race_cup(name = NULL)
```

Arguments

name	Player name

Value

Prints sprite in console

`cb_select_colors`	*Selct Colors*

Description

Selct Colors

Usage

```
cb_select_colors(colors = NA, empty = FALSE, name = NULL)
```

Arguments

colors	Selected colors
empty	Empty code digit in secret code allowed?
name	Player name

Value

Print selected colors in console

---

cb_show_code   *Show code in console*

Description

Show code in console

Usage

```
cb_show_code(code)
```

Arguments

code   Code

Value

Console output

---

cb_show_color   *Show color in console*

Description

Show color in console

Usage

```
cb_show_color(color)
```

Arguments

color   Color

Value

Prints color in console

cb_success	*Show Code Breaker Success*

Description

Show Code Breaker Success

Usage

```
cb_success(name = NULL)
```

Arguments

name   Player name

Value

Prints sprite in console

codebreaker	*Play codebreaker game*

Description

Play codebreaker game

Usage

```
codebreaker(sound = TRUE, name = NULL)
```

Arguments

sound   Play sounds?

name   Name of player

Value

list

Examples

```
## Start game (in interactive R sessions)
if (interactive()) {
   codebreaker()
}
```

sprite_show	*Print sprite in console*

Description

Print sprite in console

Usage

```
sprite_show(txt)
```

Arguments

txt	Text string containing sprite definition

Value

Prints sprite in console

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