Package 'pixelpuzzle'

Title Puzzle Game for the R Console

Version 1.0.1

Description Puzzle game that can be played in the R console.
Restore the pixel art by shifting rows.

License GPL-3

Encoding UTF-8

URL https://github.com/rolkra/pixelpuzzle

Imports beepr, cli, stringr

RoxygenNote 7.2.1

NeedsCompilation no

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Repository CRAN

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R topics documented:

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colorize_sprite   *Colorize a sprite*

Description

Colorize a sprite

Usage

```
colorize_sprite(img, colors = c("X", "S", "W", "S", "X", "ORI"), sleep = 0.1)
```

Arguments

img	Sprite
colors	Vector of colors that are used
sleep	Time between setting colors

Value

Nothing

---

combine_sprite   *Combine two sprite*

Description

Combine two sprite

Usage

```
combine_sprite(img, img2, gap = 1)
```

Arguments

img	Sprite 1
img2	Sprite 2 (added on the right)
gap	Gap between the sprites

Value

Sprite

Examples

```
sprites <- define_sprite()
sprite1 <- sprites[["buhu"]]
sprite2 <- sprites[["sword"]]
show_sprite(combine_sprite(sprite1, sprite2))
```

---

define_sprite *Returns a list of predefined sprites*

Description

Returns a list of predefined sprites

Usage

```
define_sprite()
```

Value

List of sprites

Examples

```
sprites <- define_sprite()

## show first sprite
show_sprite(sprites[[1]])
## show sprite named "sword"
show_sprite(sprites[["sword"]])
```

---

flip_sprite *Flip a sprite*

Description

Flip a sprite

Usage

```
flip_sprite(img)
```

Arguments

img   Sprite

Value

Sprite

Examples

```
sprites <- define_sprite()
sprite <- sprites[["sword"]]
show_sprite(flip_sprite(sprite))
```

---

intro	*Intro of pixelpuzzle game*

Description

Intro of pixelpuzzle game

Usage

```
intro(sleep = 0.1)
```

Arguments

sleep   How long to wait between change of color

Value

Nothing

---

pixelpuzzle	*Play pixelpuzzle in the R-console*

Description

Play pixelpuzzle in the R-console

Usage

```
pixelpuzzle(img = NA, bg = ".")
```

Arguments

img   Image of Sprite (vector of strings). If no sprite is provided, the player can choose
                       one of the predefined pixel arts.

bg   Background color, default is transparent (".")

Value

Nothing

Examples

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

---

play_sprite   *Play pixelpuzzle with a sprite*

Description

Play pixelpuzzle with a sprite

Usage

```
play_sprite(img, ori, bg = ".")
```

Arguments

img	Sprite to play with
ori	Original Sprite
bg	Background ("." is transparent)

Value

Nothing

---

select_sprite   *Select one of the predefined sprites*

Description

Select one of the predefined sprites

Usage

```
select_sprite(sprites, bg = ".")
```

Arguments

sprites	List of predefined sprites
bg	Background of the sprite ("." = transparent)

Value

Sprite

shift_sprite_row	*Sift a row of the sprite*

Description

Sift a row of the sprite

Usage

```
shift_sprite_row(img, row = 1, shift = 1)
```

Arguments

img	Image of Sprite (vector of strings)
row	Which row is shifted
shift	Nuber of shifts

Value

Sprite

show_sprite	*Show a sprite in console*

Description

Show a sprite in console

Usage

```
show_sprite(img, rownumbers = TRUE, cls = TRUE, bg = ".")
```

Arguments

img	Image of Sprite (vector of strings)
rownumbers	Show rownumbers on the left side?
cls	Clear Screen before drawing sprite?
bg	Background color, default is transparent (".")

Value

Prints sprite in console

Examples

```
sprites <- define_sprite()

## show first sprite
show_sprite(sprites[[1]])
## show sprite named "sword"
show_sprite(sprites[["sword"]])
```

---

shuffle_sprite	*Shuffle a sprite randomly*

Description

Shuffle a sprite randomly

Usage

```
shuffle_sprite(img, difficulty = 1)
```

Arguments

img	Sprite
difficulty	Difficulty (intensity of shuffeling)

Value

List of sprites

Examples

```
sprites <- define_sprite()
sprite <- sprites[["sword"]]
show_sprite(shuffle_sprite(sprite))
```

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