

Package: codebreaker (via r-universe)

October 22, 2024

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 beep, cli

Roxygen list(markdown = TRUE)

RoxygenNote 7.2.1

Suggests testthat

Repository <https://rolkra.r-universe.dev>

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

RemoteRef HEAD

RemoteSha 5b8be51ac13ebe1cc28f1de8561bcc0bb6071c04

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cb_check_code	<i>Check code if correct</i>
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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	<i>Clean code</i>
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Description

Clean code

Usage

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

Arguments

code	Code
code_length	Length of code

Value

clean code

cb_code2vector	<i>Convert code into a vector</i>
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Description

Convert code into a vector

Usage

```
cb_code2vector(code)
```

Arguments

code	Code
------	------

Value

vector

cb_input_code	<i>Input code</i>
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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	<i>Show Code Breaker Intro</i>
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Description

Show Code Breaker Intro

Usage

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

Arguments

name	Player name
------	-------------

Value

Prints sprite in console

cb_play_game	<i>Play a code breaker game</i>
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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	<i>Show Code Breaker Race Cup</i>
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Description

Show Code Breaker Race Cup

Usage

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

Arguments

name	Player name
------	-------------

Value

Prints sprite in console

cb_select_colors	<i>Select Colors</i>
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Description

Select 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	<i>Show code in console</i>
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Description

Show code in console

Usage

```
cb_show_code(code)
```

Arguments

code	Code
------	------

Value

Console output

cb_show_color	<i>Show color in console</i>
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Description

Show color in console

Usage

```
cb_show_color(color)
```

Arguments

color	Color
-------	-------

Value

Prints color in console

cb_success	<i>Show Code Breaker Success</i>
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Description

Show Code Breaker Success

Usage

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

Arguments

name	Player name
------	-------------

Value

Prints sprite in console

codebreaker	<i>Play codebreaker game</i>
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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	<i>Print sprite in console</i>
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Description

Print sprite in console

Usage

```
sprite_show(txt)
```

Arguments

txt	Text string containing sprite definition
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Value

Prints sprite in console

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