Package 'player'

May 9, 2026

Title Play Games in the Console

Version 0.1.0

Description Games that can be played in the R console. Includes coin flip, hangman, jumble, magic 8 ball, poker, rock paper scissors, shut the box, spelling bee, and 2048.

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URL https://github.com/rossellhayes/player

BugReports https://github.com/rossellhayes/player/issues

Depends R (>= 3.5)

Imports and, cli, crayon, dplyr, glue, nnet, plu, purrr, R6, rlang, stats, stringr, tools, twenty48 (>= 0.2.1), utils, withr

Suggests job, rstudioapi, testthat (>= 3.0.0)

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Repository CRAN

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Contents

`look_busy` *Look like you're working hard when you're hardly working*

Description

Look like you're working hard when you're hardly working

Usage

```
look_busy(
  minutes = if (rlang::is_interactive()) Inf else 0,
  speed = 1,
  lambda = 3,
  background_job = FALSE,
  end = invisible(NULL)
)
```

Arguments

`minutes`	How long to keep this up for. Defaults to `Inf`, which runs forever.
`speed`	How fast to produce output. The default value, `1`, takes between 0.1 and 0.5 seconds to produce a calculation and between 1 and 5 seconds to produce a status update.
`lambda`	Input to a poisson distribution determining how many calculations to perform between each message. Defaults to `3`.
`background_job`	Whether to produce output in in a background job (if `TRUE`) or the console (if `FALSE`). Defaults to `FALSE`. Running in a background process requires the job package.
`end`	Code to run after `minutes`. If `minutes` is `Inf`, `end` is never run.

Value

`end` if `minutes` is finite.

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- Steven Smallberg <steven.smallberg@posit.co>

Examples

```
look_busy()
```

`play` *Play a game in the console*

Description

Interact with the game by typing commands into the console and pressing enter.

Usage

```
play(game = NULL, ...)
```

Arguments

`game`	The name of a game to play. If `NULL`, you can choose a game interactively in the console.
`...`	Additional arguments passed to the chosen game.

Value

Calls the selected game function.

Examples

```
if (rlang::is_interactive()) play()

play("magic_8_ball")
```

play_coin_flip *Flip a coin*

Description

Flip a coin

Usage

```
play_coin_flip(
  n = NULL,
  animate = rlang::is_interactive(),
  header = rlang::is_interactive()
)
```

Arguments

n	How many coins to flip. Defaults to NULL, which interactively asks how many to flip.
animate	If TRUE, play an animation before revealing the result. Defaults to TRUE if the session is interactive and FALSE otherwise.
header	If TRUE, prints a header for the game. Defaults to TRUE if the session is interactive and FALSE otherwise.

Value

A character vector of "heads" or "tails" results.

Examples

```
play_coin_flip(1)

if (rlang::is_interactive()) play_coin_flip()
```

play_hangman *Play a game of hangman in the console*

Description

Play a game of hangman in the console

Usage

```
play_hangman(
  difficulty = c("beginner", "easy", "medium", "hard", "expert"),
  word_list = NULL
)
```

Arguments

`difficulty`	Determines the length of words used for the game and, if `word_list` is `NULL`, how common the words are
`word_list`	Optionally, a character vector of words used to play the game. If unspecified, a default word list will be used based on `difficulty`.

Value

Generates interactive output in the console.

Problematic words?

You can report any words you find objectionable to https://github.com/rossellhayes/hangman/issues.

Please report:

- offensive words
- words that deal with uncomfortable topics
- proper nouns
- text that is not a common English word

Source

The default word list is derived from 12dicts created by Alan Beale.

This word list is passed through the Offensive/Profane Word List created by Luis Von Ahn to filter out potentially unwanted words.

Examples

```
play_hangman()

play_hangman("beginner")
play_hangman("easy")
play_hangman("medium")
play_hangman("hard")
play_hangman("expert")

cars <- unique(gsub(" .*", "", rownames(mtcars)))
play_hangman(word_list = cars)
```

`play_jumble` *Play a game of jumbles in the console*

Description

Play a game of jumbles in the console

Usage

```
play_jumble(
  difficulty = c("beginner", "easy", "medium", "hard", "expert"),
  word_list = NULL
)
```

Arguments

`difficulty`	Determines the length of words used for the game and, if `word_list` is `NULL`, how common the words are
`word_list`	Optionally, a character vector of words used to play the game. If unspecified, a default word list will be used based on `difficulty`.

Value

Generates interactive output in the console.

Difficulty

Difficulty levels are defined as follows:

- `beginner`: very common English words with 3 to 5 letters
- `easy`: common English words with 4 to 6 letters
- `medium`: slightly less common English words with 5 to 8 letters
- `hard`: somewhat less common English words with 6 to 11 letters
- `expert`: less common English words with 7 to 15 letters

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Examples

```
play_jumble()

play_jumble("beginner")
play_jumble("easy")
play_jumble("medium")
play_jumble("hard")
play_jumble("expert")

cars <- unique(gsub(" .*", "", rownames(mtcars)))
play_jumble(word_list = cars)
```

---

play_magic_8_ball *Ask a Magic 8 Ball a question in the console*

Description

Ask a Magic 8 Ball a question in the console

Usage

```
play_magic_8_ball(question = NULL, header = rlang::is_interactive())
```

Arguments

question	A character string. Ask the Magic 8 Ball anything your heart desires. If NULL, the default, you will be prompted to type a question interactively in the console.
header	If TRUE, prints a header for the game. Defaults to TRUE if the session is interactive and FALSE otherwise.

Value

A character string answering your question.

Examples

```
play_magic_8_ball("Will I ever find love?")

if (rlang::is_interactive()) play_magic_8_ball()
```

`play_poker` *Play five-card draw poker*

Description

Interact with the game by typing commands into the console and pressing enter.

Usage

```
play_poker(colors = c(2, 4, 1))
```

Arguments

`colors`	One of `1`, `2`, or `4`. The number of colors to use to render the suits. • For `1`, all suits are the default console color. • For `2`, hearts and diamonds are red and spades and clubs are the default console color. • For `4`, hearts are red, clubs are green, diamonds are blue, and spades are the default console color.

Value

Generates an interactive game of poker in the console.

Scoring

Hand	Points	Description
Junk	-10	Nothing of value.
Low pair	0	Two cards of the same rank, ten or below.
High pair	5	Two aces, kings, queens, or jacks.
Two pair	10	Two cards of one rank and two cards of another.
Three of a kind	20	Three cards of the same rank.
Straight	50	Five cards in sequential order.
Flush	75	Five cards of the same suit.
Full house	100	Three cards of one rank and two cards of another.
Four of a kind	1,000	Four cards of the same rank.
Straight flush	50,000	Five cards of the same suit in sequential order.
Royal flush	1,000,000	Ace, king, queen, jack, and ten of the same suit.

For straights, aces may be considered the highest card (above king) or the lowest card (below two). However, aces may not be used to connect a king and a two (e.g. Q-K-A-2-3 is not a straight).

Examples

```
play_poker()
play_poker(colors = 4)
play_poker(colors = 1)
```

`play_rock_paper_scissors` *Play a game of rock, paper, scissors in the console*

Description

Play a game of rock, paper, scissors in the console

Usage

```
play_rock_paper_scissors(
  selection = c(NA, "rock", "paper", "scissors"),
  predict = TRUE,
  record_data = rlang::is_interactive(),
  animate = rlang::is_interactive(),
  header = rlang::is_interactive()
)
```

Arguments

`selection`	Whether to throw rock, paper, or scissors. Can be abbreviated as "r", "p", or "s". Defaults to `NA`, which interactively asks which to throw.
`predict`	If `TRUE`, the computer player fits a model on past games to predict what you will throw and try to beat you.
`record_data`	If `TRUE`, save data from this game into a file. This data is used for predictions when `predict` is `TRUE`. Defaults to `TRUE` if the session is interactive and `FALSE` otherwise.
`animate`	If `TRUE`, play a "rock, paper, scissors, shoot!" animation before revealing what you and the computer throw. Defaults to `TRUE` if the session is interactive and `FALSE` otherwise.
`header`	If `TRUE`, prints a header for the game. Defaults to `TRUE` if the session is interactive and `FALSE` otherwise.

Examples

```
play_rock_paper_scissors("rock")

if (rlang::is_interactive()) play_rock_paper_scissors()
```

play_shut_the_box *Play a game of shut the box in the console*

Description

Your goal is to flip down all nine tiles numbered from 1 to 9. Each turn, you roll two dice and flip down any number of tiles that add up to the same number as the sum of your dice. After you have flipped down the 7, 8, and 9 tiles, you may choose whether to roll one or two dice. You win the game if you flip down all nine tiles! But if you ever can't flip down a combination of tiles that sums to your die roll, it's game over.

Usage

```
play_shut_the_box()
```

Value

Generates interactive output in the console.

Examples

```
play_shut_the_box()
```

play_spelling_bee *Play a game of Spelling Bee in the console*

Description

Inspired by the New York Times Spelling Bee, created by Sam Ezersky.

Usage

```
play_spelling_bee()
```

Value

Generates interactive output in the console.

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Examples

```
play_spelling_bee()
```

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