

Package ‘rwarrior’

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Type Package

Title R Warrior - An AI Programming Game

Version 0.4.1

Description A port of Ruby Warrior.
Teaches R programming in a fun and interactive way.

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Encoding UTF-8

RoxygenNote 7.2.1

Imports methods, R6, glue, cli, dplyr, tibble, checkmate, stringr

Suggests covr, knitr, rmarkdown, purrr, testthat (>= 3.0.0)

Config/testthat/edition 3

VignetteBuilder knitr

NeedsCompilation no

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Contents

level_readme	2
play_epic	2
play_warrior	3

Index	5
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level_readme	<i>Level read me</i>
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Description

The starting point for R Warrior. Run this before attempting each level with `play_warrior()`.

Usage

```
level_readme(level = 1, tower = c("beginner"))
```

Arguments

level	The level number (or custom level).
tower	The tower the level comes from.

Examples

```
level_readme(1)
```

play_epic	<i>Play through an epic quest of a tower</i>
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Description

Write a single AI function to play through each level of the specified tower. Refine your AI in order to achieve an overall S rank.

Usage

```
play_epic(
  ai,
  tower = c("beginner"),
  warrior_name = "Fisher",
  level_output = TRUE,
  sleep = getOption("rwarrior.sleep", ifelse(interactive(), 0.6, 0))
)
```

Arguments

ai	AI function to control your warrior.
tower	Tower to attempt.
warrior_name	Name of your warrior, for flavor.
level_output	A logical denoting whether to give individual level progress.
sleep	Time between text updates. Set to "prompt" to only progress when pressing the return key.

Value

A tibble if successful, or otherwise FALSE.

A tibble giving the scores for each level passed.

Examples

```
AI <- function(warrior, memory) {
  if(is.null(memory)) {
    # set memory initial values here
  }
  # Modify the following section to be able to complete the tower
  warrior$walk()
  memory
}
play_epic(AI, tower = "beginner", warrior_name = "Euler")
```

play_warrior	<i>Play R Warrior</i>
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Description

Attempt inbuilt levels of R Warrior.

Usage

```
play_warrior(
  ai,
  level = 1,
  tower = c("beginner"),
  warrior_name = "Fisher",
  sleep = getOption("rwarrior.sleep", ifelse(interactive(), 0.6, 0)),
  practice = FALSE
)
```

Arguments

ai	AI function to control your warrior.
level	Level number.
tower	Tower the level comes from.
warrior_name	Name of your warrior, for flavor.
sleep	Time between text updates in seconds. Set to "prompt" to only progress when pressing the return key.
practice	If TRUE, any functions available for that tower may be used.

Value

A tibble if successful, FALSE if unsuccessful, and NA if the AI function caused an error or no action was called.

Examples

```
AI <- function(warrior, memory) {  
  if(is.null(memory)) {  
    # set memory initial values here  
  }  
  # insert AI code here  
  memory  
}  
play_warrior(AI, level = 1)
```

Index

[level_readme](#), [2](#)

[play_epic](#), [2](#)

[play_warrior](#), [3](#)