Package 'rwarrior'

October 14, 2022

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.

License MIT + file LICENSE

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

Author Rick M Tankard [cre, aut] (<https://orcid.org/0000-0002-8847-9401>)

Maintainer Rick M Tankard <rickmtankard@gmail.com>

Repository CRAN

Date/Publication 2022-09-07 07:40:02 UTC

R topics documented:

level_readme 2
play_epic 2
play_warrior 3

Index **5**

level_readme *Level read me*

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 *Play through an epic quest of a tower*

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` *Play R Warrior*

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