

# Package: player (via r-universe)

May 15, 2026

**Title** Play Games in the Console

**Version** 0.1.0.9000

**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.

**License** MIT + file LICENSE

**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)

**Config/testthat/edition** 3

**Encoding** UTF-8

**LazyData** true

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.3.3

**Config/pak/sysreqs** libicu-dev

**Repository** <https://rossellhayes.r-universe.dev>

**Date/Publication** 2025-09-25 14:09:57 UTC

**RemoteUrl** <https://github.com/rossellhayes/player>

**RemoteRef** HEAD

**RemoteSha** 1025413136fb6f819434b4b420ba8f5899ee5d7b

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look_busy	<i>Look like you're working hard when you're hardly working</i>
-----------	---

---

## 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 <a href="#">job</a> package.
end	Code to run after minutes. If minutes is Inf, end is never run.

## Value

end if minutes is finite.

**Author(s)**

Alexander Rossell Hayes <alexander@rossellhayes.com> ([ORCID](#))

With status messages contributed by:

- Kristin Bott <kristin.bott@posit.co>
- Daniel Chen <daniel.chen@posit.co> ([ORCID](#))
- Steven Smallberg <steven.smallberg@posit.co>

**Examples**

```
look_busy()
```

---

play	<i>Play a game in the console</i>
------	-----------------------------------

---

**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 <a href="#">interactive</a> and FALSE otherwise.
header	If TRUE, prints a header for the game. Defaults to TRUE if the session is <a href="#">interactive</a> 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**

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

**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 <code>NULL</code> , the default, you will be prompted to type a question interactively in the console.
header	If <code>TRUE</code> , prints a header for the game. Defaults to <code>TRUE</code> if the session is <a href="#">interactive</a> and <code>FALSE</code> 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

<b>Hand</b>	<b>Points</b>	<b>Description</b>
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 <a href="#">interactive</a> 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 <a href="#">interactive</a> and FALSE otherwise.
header	If TRUE, prints a header for the game. Defaults to TRUE if the session is <a href="#">interactive</a> 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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