

Package: twenty48 (via r-universe)

September 26, 2026

Title Play a Game of 2048 in the Console

Version 0.2.1

Description Generates a game of 2048 that can be played in the console. Supports grids of arbitrary sizes, undoing the last move, and resuming a game that was exited during the current session.

License MIT + file LICENSE

URL <https://github.com/rossellhayes/twenty48>

BugReports <https://github.com/rossellhayes/twenty48/issues>

Depends R (>= 2.10)

Imports crayon, R6, rstudioapi

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.2.1

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

Date/Publication 2022-09-13 02:01:19 UTC

RemoteUrl <https://github.com/rossellhayes/twenty48>

RemoteRef HEAD

RemoteSha 49a055f443841413476319cfe14bc596c1f7f460

Contents

play_2048	2
Index	3

`play_2048`*Play 2048 in the console*

Description

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

Usage

```
play_2048(size = 4, dynamic = rstudioapi::isAvailable())  
  
resume_2048()
```

Arguments

<code>size</code>	An integer giving the grid's dimensions. Defaults to 4, which generates a 4-by-4 grid.
<code>dynamic</code>	If <code>dynamic</code> is <code>TRUE</code> , commands can be input without pressing enter, creating a more seamless game experience. Note that dynamic commands currently only work in RStudio.

Value

Generates an interactive game of 2048 in the console.

Examples

```
play_2048()  
play_2048(size = 5)
```

Index

2048 (play_2048), [2](#)

play_2048, [2](#)

resume_2048 (play_2048), [2](#)

twenty48 (play_2048), [2](#)