

# Package: twenty48 (via r-universe)

July 4, 2024

**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>

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

**RemoteRef** HEAD

**RemoteSha** 49a055f443841413476319cfe14bc596c1f7f460

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`play_2048`*Play 2048 in the console*

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**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 TRUE, commands can be input without pressing enter, creating a more seamless game experience. Note that <code>dynamic</code> commands currently only work in RStudio.

**Value**

Generates an interactive game of 2048 in the console.

**Examples**

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

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