

Package: twenty48 (via r-universe)

October 2, 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.

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

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

Depends R (>= 2.10)

Imports crayon, R6, rstudioapi

Encoding UTF-8

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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*

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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