

Package ‘gameR’

April 22, 2022

Title Color Palettes Inspired by Video Games

Version 0.0.2

Description Palettes based on video games.

License GPL (>= 3)

Encoding UTF-8

RoxygenNote 7.1.2

Suggests testthat (>= 3.0.0), tidyverse, palmerpenguins, knitr,
rmarkdown

Config/testthat/edition 3

URL <https://www.constantine-cooke.com/gameR/>

BugReports <https://github.com/nathansam/gameR/issues>

VignetteBuilder knitr

NeedsCompilation no

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Repository CRAN

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R topics documented:

gameR_cols	2
gameR_cont	2

Index	4
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gameR_cols	<i>Choose a gameR palette</i>
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Description

Choose a gameR palette

Usage

```
gameR_cols(palette = NULL, reverse = FALSE)
```

Arguments

palette	Character name of palette. Either blocks, cowboy, cups, cyberpunk, fallout, gris, ocarina, p4g, rayman, spirit, splat, superbros, wow)*
reverse	Logical. Should the palette be reversed? Defaults to FALSE.

Value

Vector containing a hex colour code representation for the chosen palette

gameR_cont	<i>Generate continuous palette from a discrete gameR palette</i>
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Description

Generate continuous palette from a discrete gameR palette

Usage

```
gameR_cont(
  n,
  palette = NULL,
  reverse = FALSE,
  bias = NULL,
  interpolate = "spline"
)
```

Arguments

n	Number of colours to be generated
palette	Character name of palette. Either blocks, cowboy, cups, cyberpunk, fallout, gris, ocarina, p4g, rayman, spirit, splat, superbros, wow)*
reverse	Logical. Should the palette be reversed? Defaults to FALSE.
bias	Passed to colorRamp . A positive number. Higher values give more widely spaced colors at the high end.
interpolate	Passed to colorRamp . Use spline or linear interpolation

Value

Vector containing a hex colour code representation for the chosen palette interpolated across n values

Index

`colorRamp`, [2](#)

`gameR_cols`, [2](#)

`gameR_cont`, [2](#)