Package ‘CamelUp’

October 12, 2022

Title 'CamelUp' Board Game as a Teaching Aid for Introductory Statistics

Version 2.0.3

Description
Implements the board game 'CamelUp' for use in introductory statistics classes using a Shiny app.

BugReports https://github.com/mczechanski1/Camel-Up/issues

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

Imports data.table, dplyr, ggplot2, magrittr, methods, Rcpp, shiny

Suggests testthat

LinkingTo Rcpp

NeedsCompilation yes

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Repository CRAN

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R topics documented:

Board ............................................................... 2
Camel ............................................................. 2
Die ................................................................. 3
Game .............................................................. 3
generateUI ...................................................... 3
LegBet ........................................................... 4
Camel

Description
Type the name of the class to see its methods

Fields
new Constructor
mult Multiply by another Double object
  • Parameter: other - The other Double object
  • Returns: product of the values

Encapsulates a double

Camel

Description
Type the name of the class to see its methods

Fields
new Constructor
mult Multiply by another Double object
  • Parameter: other - The other Double object
  • Returns: product of the values

Encapsulates a double
Die

---

**Encapsulates a double**

**Description**

Type the name of the class to see its methods

**Fields**

- **new Constructor**
- **mult** Multiply by another Double object
  - Parameter: other - The other Double object
  - Returns: product of the values

---

Game

---

**Encapsulates a double**

**Description**

Type the name of the class to see its methods

**Fields**

- **new Constructor**
- **mult** Multiply by another Double object
  - Parameter: other - The other Double object
  - Returns: product of the values

---

**generateUI**

*Play the game CamelUp*

**Description**

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

**Usage**

generateUI()

**Value**

an object representing the CamelUp app as generated by shiny::shinyApp
**LegBet**  
*Encapsulates a double*

**Description**  
Type the name of the class to see its methods

**Fields**
- **new** Constructor
- **mul** Multiply by another Double object
  - Parameter: other - The other Double object
  - Returns: product of the values

**playCamelUp**  
*Play the game CamelUp*

**Description**  
Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

**Usage**

```r
playCamelUp()
```

**Value**

an object representing the CamelUp app as generated by `shiny::shinyApp`

**Player**  
*Encapsulates a double*

**Description**  
Type the name of the class to see its

**Fields**
- **new** Constructor
- **mul** Multiply by another Double object
  - Parameter: other - The other Double object
  - Returns: product of the values
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Usage</th>
<th>Arguments</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>server</td>
<td>Run CamelUp in a local web browser.</td>
<td>server(input, output)</td>
<td>input</td>
<td>server input</td>
</tr>
<tr>
<td></td>
<td>Running locally allows for using the</td>
<td></td>
<td>output</td>
<td>server output</td>
</tr>
<tr>
<td></td>
<td>app without an internet connection</td>
<td></td>
<td></td>
<td>an object representing the CamelUp app as</td>
</tr>
<tr>
<td></td>
<td>and running in parallel on the local</td>
<td></td>
<td></td>
<td>generated by shiny::shinyApp</td>
</tr>
<tr>
<td></td>
<td>computer</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| simulateMoveNTimes | Simulate moving N times | simulateMoveNTimes(g, N) | g               | game object                                  |
|                    |                         |                           | N               | number of sims                               |
simulateMoveOnce  Simulate moving

Description
Simulate moving

Usage
simulateMoveOnce(g)

Arguments
g  game object

Simulator  Encapsulates a double

Description
Type the name of the class to see its methods

Fields
new  Constructor
mult  Multiply by another Double object
  • Parameter: other - The other Double object
  • Returns: product of the values

Space  Encapsulates a double

Description
Type the name of the class to see its methods

Fields
new  Constructor
mult  Multiply by another Double object
  • Parameter: other - The other Double object
  • Returns: product of the values
Index

Board, 2
Camel, 2
Die, 3
Game, 3
generateUI, 3
LegBet, 4
playCamelUp, 4
Player, 4
server, 5
simulateMoveNTimes, 5
simulateMoveOnce, 6
Simulator, 6
Space, 6