Package ‘CamelUp’

February 20, 2021

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/mczekanski1/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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Board

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

Camel

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
Die

Encapsulates a double

**Description**

Type the name of the class to see its

**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**
- **mult** 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**

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

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**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
server(input, output)
```

**Arguments**

- `input`: server input
- `output`: server output

**Value**

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

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**simulateMoveNTimes**

Simulate moving $N$ times

**Description**

Simulate moving $N$ times

**Usage**

```r
simulateMoveNTimes(g, N)
```

**Arguments**

- `g`: game object
- `N`: number of sims
**simulateMoveOnce**  
*Simulate moving*

**Description**  
Simulate moving

**Usage**  
simulateMoveOnce(g)

**Arguments**  
g  
Game object

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**Space**  
*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

---

**Simulator**  
*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
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