

# Package ‘pixelpuzzle’

May 9, 2026

**Title** Puzzle Game for the R Console

**Version** 1.0.1

**Description** Puzzle game that can be played in the R console.  
Restore the pixel art by shifting rows.

**License** GPL-3

**Encoding** UTF-8

**URL** <https://github.com/rolkra/pixelpuzzle>

**Imports** beepR, cli, stringr

**RoxygenNote** 7.2.1

**NeedsCompilation** no

**Author** Roland Krasser [aut, cre]

**Maintainer** Roland Krasser <roland.krasser@gmail.com>

**Repository** CRAN

**Date/Publication** 2023-01-28 10:10:02 UTC

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colorize\_sprite      *Colorize a sprite*

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### Description

Colorize a sprite

### Usage

```
colorize_sprite(img, colors = c("X", "S", "W", "S", "X", "ORI"), sleep = 0.1)
```

### Arguments

img	Sprite
colors	Vector of colors that are used
sleep	Time between setting colors

### Value

Nothing

---

combine\_sprite      *Combine two sprite*

---

### Description

Combine two sprite

### Usage

```
combine_sprite(img, img2, gap = 1)
```

### Arguments

img	Sprite 1
img2	Sprite 2 (added on the right)
gap	Gap between the sprites

### Value

Sprite

### Examples

```
sprites <- define_sprite()
sprite1 <- sprites[["buhu"]]
sprite2 <- sprites[["sword"]]
show_sprite(combine_sprite(sprite1, sprite2))
```

---

define_sprite	<i>Returns a list of predefined sprites</i>
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**Description**

Returns a list of predefined sprites

**Usage**

```
define_sprite()
```

**Value**

List of sprites

**Examples**

```
sprites <- define_sprite()

## show first sprite
show_sprite(sprites[[1]])
## show sprite named "sword"
show_sprite(sprites[["sword"]])
```

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flip_sprite	<i>Flip a sprite</i>
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**Description**

Flip a sprite

**Usage**

```
flip_sprite(img)
```

**Arguments**

img	Sprite
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**Value**

Sprite

**Examples**

```
sprites <- define_sprite()
sprite <- sprites[["sword"]]
show_sprite(flip_sprite(sprite))
```

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intro	<i>Intro of pixelpuzzle game</i>
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**Description**

Intro of pixelpuzzle game

**Usage**

```
intro(sleep = 0.1)
```

**Arguments**

sleep	How long to wait between change of color
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**Value**

Nothing

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pixelpuzzle	<i>Play pixelpuzzle in the R-console</i>
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**Description**

Play pixelpuzzle in the R-console

**Usage**

```
pixelpuzzle(img = NA, bg = ".")
```

**Arguments**

img	Image of Sprite (vector of strings). If no sprite is provided, the player can choose one of the predefined pixel arts.
bg	Background color, default is transparent (".")

**Value**

Nothing

**Examples**

```
## Start game (in interactive R sessions)
if (interactive()) {
  pixelpuzzle()
}
```

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play\_sprite                      *Play pixelpuzzle with a sprite*

---

**Description**

Play pixelpuzzle with a sprite

**Usage**

```
play_sprite(img, ori, bg = ".")
```

**Arguments**

img	Sprite to play with
ori	Original Sprite
bg	Background ("." is transparent)

**Value**

Nothing

---

select\_sprite                      *Select one of the predefined sprites*

---

**Description**

Select one of the predefined sprites

**Usage**

```
select_sprite(sprites, bg = ".")
```

**Arguments**

sprites	List of predefined sprites
bg	Background of the sprite ("." = transparent)

**Value**

Sprite

shift\_sprite\_row      *Sift a row of the sprite*

---

**Description**

Sift a row of the sprite

**Usage**

```
shift_sprite_row(img, row = 1, shift = 1)
```

**Arguments**

img	Image of Sprite (vector of strings)
row	Which row is shifted
shift	Nuber of shifts

**Value**

Sprite

---

show\_sprite      *Show a sprite in console*

---

**Description**

Show a sprite in console

**Usage**

```
show_sprite(img, rownumbers = TRUE, cls = TRUE, bg = ".")
```

**Arguments**

img	Image of Sprite (vector of strings)
rownumbers	Show rownumbers on the left side?
cls	Clear Screen before drawing sprite?
bg	Background color, default is transparent (".")

**Value**

Prints sprite in console

**Examples**

```
sprites <- define_sprite()

## show first sprite
show_sprite(sprites[[1]])
## show sprite named "sword"
show_sprite(sprites[["sword"]])
```

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shuffle_sprite	<i>Shuffle a sprite randomly</i>
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**Description**

Shuffle a sprite randomly

**Usage**

```
shuffle_sprite(img, difficulty = 1)
```

**Arguments**

img	Sprite
difficulty	Difficulty (intensity of shuffling)

**Value**

List of sprites

**Examples**

```
sprites <- define_sprite()
sprite <- sprites[["sword"]]
show_sprite(shuffle_sprite(sprite))
```

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