

Package: ppgamer (via r-universe)

September 4, 2024

Encoding UTF-8

Type Package

Title Players for Piecepack Games like Fuji-san

Version 0.1.0-1

Description Functions that provide players for piecpack games like a solver for ``Fuji-san".

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URL <https://github.com/piecepackr/ppgamer>

BugReports <https://github.com/piecepackr/ppgamer/issues>

LazyLoad yes

Depends R (>= 3.4.0)

Imports dplyr, rlang, stringr, tibble,

Suggests igraph, ppcli, ppn (>= 0.1.0-2), testthat, withr, vdiff,

Remotes piecepackr/ppcli, piecepackr/ppn

Roxygen list(markdown = TRUE)

RoxygenNote 7.2.3

Config/testthat/edition 3

Repository <https://piecepackr.r-universe.dev>

RemoteUrl <https://github.com/piecepackr/ppgamer>

RemoteRef HEAD

RemoteSha f113cdc2b2f3b27c37648f41a0a73532dc56add4

Contents

solve_fujisan	2
Index	3

`solve_fujisan`*Solve Fujisan game*

Description

Solves a game of Fujisan (if possible).

Usage

```
solve_fujisan(coins = random_fujisan_coins(), dice = random_dice() - 1)
```

Arguments

`coins` A vector or matrix of Fujisan coin layout. Default is a random layout.
`dice` A vector of Fujisan dice layout. Default is random dice. Usually not needed.

Value

A list with solution of Fujisan solution, its length, coin layout, dice (if needed), and portable piecepack notation.

Examples

```
puzzle2 <- matrix(c(4, 4, 4, 5, 2, 0, 2, 4, 0, 3, 1, 1,  
                  1, 2, 5, 3, 3, 5, 3, 2, 5, 1, 0, 0), nrow = 2, byrow = TRUE)  
s2 <- solve_fujisan(coins = puzzle2)  
if (rlang::is_installed(c("piecepackr", "ppn"))) {  
  g2 <- ppn::read_ppn(textConnection(s2$ppn))[[1]]  
  ppn::plot_move(g2)  
}
```

Index

`solve_fujisan`, [2](#)