Package: emojiscape (via r-universe)

September 16, 2024

Title Randomised Emoji Scenes

Version 0.0.0.9000

Description Print to the console a randomised scene composed of emoji.

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Encoding UTF-8

LazyData true

Roxygen list(markdown = TRUE)

RoxygenNote 7.1.1

Imports emo

Remotes hadley/emo

Suggests testthat (>= 3.0.0)

Config/testthat/edition 3

Repository https://matt-dray.r-universe.dev

RemoteUrl https://github.com/matt-dray/emojiscape

RemoteRef HEAD

RemoteSha 5048606a6837d47d843e630db23e53baa3d761e6

Contents

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generate   *Generate An Emoji Scene*

Description

Print to the console a randomised scene composed of emoji, given a specific terrain type.

Usage

```
generate(
  terrain = c("arable", "city", "desert", "forest", "garden", "liminal", "mountains",
    "ocean", "pastoral", "polar", "rainforest", "sky", "space", "suburbs", "traffic",
     "undergrowth", "woods"),
  grid_size = 10,
  prob_common = 0.75,
  prob_uncommon = 0.2,
  prob_rare = 0.05
)
```

Arguments

terrain	Character. What type of locale? See 'details' below for options.
grid_size	Numeric, greater than zero. Width and length of the emoji matrix.
prob_common	Numeric. Probability of occurrence for the 'common' emoji in the terrain set.
prob_uncommon	Numeric. Probability of occurrence for the 'uncommon' emoji in the terrain set.
prob_rare	Numeric. Probability of occurrence for the 'rare' emoji in the terrain set.

Details

Your terrain choice results in the selection of a predetermined three- emoji set, from which a sample is taken to fill a square matrix with dimensions of grid_size.

Currently, terrain options are "arable", "city", "desert", "forest", "garden", "liminal", "mountains", "ocean", "pastoral", "polar", "rainforest", "roads", "sky", "space", "undergrowth" and "woods".

The prob_* arguments are passed to sample() and are relative to each other.

Value

Class NULL. Matrix of emoji printed to the console line by line with cat().

Examples

```
generate("ocean")
```

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get_set   *See Emoji In Each Terrain*

Description

Print a dataframe with the emoji that are found in the name terrain and their probability slot.

Usage

```
get_set(terrain)
```

Arguments

terrain   Character. What type of locale? See 'details' below for options.

Details

Currently, terrain options are "arable", "city", "desert", "forest", "garden", "liminal", "mountains", "ocean", "pastoral", "polar", "rainforest", "sky", "space", "suburbs", "traffic", "undergrowth" and "woods".

Value

A data.frame of 4 columns and 3 rows.

Examples

```
get_set("space")
```

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