

# Package: hiscore (via r-universe)

August 17, 2024

**Title** Play Games with Saved High Scores

**Version** 0.0.0.9000

**Description** Play simple interactive games in the console and have your high scores saved to your local machine.

**License** MIT + file LICENSE

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.2.3

**Repository** <https://matt-dray.r-universe.dev>

**RemoteUrl** <https://github.com/matt-dray/hiscore>

**RemoteRef** HEAD

**RemoteSha** d207ccd3b08d3b34a6931bf8985140bea2480ac3

## Contents

|                  |   |
|------------------|---|
| delete_save_data | 1 |
| get_save_data    | 2 |
| play_coinflip    | 2 |

|              |          |
|--------------|----------|
| <b>Index</b> | <b>3</b> |
|--------------|----------|

---

|                  |                               |
|------------------|-------------------------------|
| delete_save_data | <i>Delete Saved Game Data</i> |
|------------------|-------------------------------|

---

## Description

Delete Saved Game Data

## Usage

delete\_save\_data()

**Value**

Nothing.

**Examples**

```
## Not run: delete_save_data()
```

---

|               |                              |
|---------------|------------------------------|
| get_save_data | <i>Fetch Saved Game Data</i> |
|---------------|------------------------------|

---

**Description**

Fetch Saved Game Data

**Usage**

```
get_save_data()
```

**Value**

Nothing.

**Examples**

```
## Not run: get_save_data
```

---

|               |                             |
|---------------|-----------------------------|
| play_coinflip | <i>Play a Coinflip Game</i> |
|---------------|-----------------------------|

---

**Description**

A simple interactive game of chance in the console. The user guesses heads or tails by typing 'H' or 'T'. The best streak is saved as a high score, which is saved to the user's computer and is persistent between sessions.

**Usage**

```
play_coinflip()
```

**Value**

Nothing.

**Examples**

```
## Not run: play_coinflip()
```

# Index

`delete_save_data`, 1

`get_save_data`, 2

`play_coinflip`, 2