

# Package: safar6 (via r-universe)

August 13, 2024

**Title** Simulate the Safari Zone from Pokemon Blue with R6

**Version** 0.1.1

**Description** An R6-class object to simulate simplified gameplay elements of the Safari Zone sub-area from Pokémon Blue (1998) using OOP.

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.1.1

**Imports** R6 (>= 2.5.0)

**Depends** R (>= 2.10)

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

**RemoteUrl** <https://github.com/matt-dray/safar6>

**RemoteRef** HEAD

**RemoteSha** a87a1158ef251f683bf87eba1e8594c84c063455

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cat\_tw

*Typewriter-style Concatenate and Print*

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**Description**

Input text-string and output one character at a time given a delay. Aims to mimic the Pokemon Blue progressive text reveal, like typewriter output.

**Usage**

```
cat_tw(x, sleep = 0.02)
```

**Arguments**

x	A character string of length 1.
sleep	Numeric, length 1. System delay in seconds.

**Value**

Output to console.

**Examples**

```
## Not run: cat_typerwriter("Example text.", 0.2)
```

---

pokemon

*Data for Encounters with Wild Pokemon*

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**Description**

A dataset containing the Pokemon you can encounter in the Safari Zone in Pokemon Blue and their statistics.

**Usage**

```
pokemon
```

**Format**

A data frame with 10 rows and 10 variables:

**game** The Pokemon generation 1 game variant. BLUE only for now.

**area** The area of the Safari Zone (CENTER only for now)

**tile** The terrain on which the player is standing (GRASS only for now).

**species** The encounter Pokemon's species.

**level** The encounter Pokemon's level.  
**hp\_base** The base speed for the species.  
**speed\_base** The base speed for the species.  
**catch\_base** The base catch rate for the species.  
**slot** Encounter rate slot, which determines encounter\_rate  
**encounter\_rate** Chance of encounter.

## Source

<https://github.com/pretpokered> and <https://bulbapedia.bulbagarden.net/>

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safari\_zone

*R6 Class Representing the Safari Zone from Pokemon Blue (1998)*

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## Description

An `R6Class` object to simulate simplified gameplay elements of the Safari Zone sub-area from *Pokemon Blue* (1998).

## Details

The first generation of *Pokemon* games were developed for the Nintendo Game Boy by Game Freak (<https://www.gamefreak.co.jp/>) and published by Nintendo (<https://www.nintendo.com>). Pokemon as a property is owned by The Pokemon Company (<https://www.pokemon.co.jp/>).

## Public fields

`name` Character. Player's name.  
`steps` Numeric. Steps remaining (500 at start).  
`balls` Numeric. Safari Balls remaining (30 at start).  
`captures` Numeric. Count of wild Pokemon captured (0 at start).  
`bills_pc` Dataframe. Details of wild Pokemon caught (empty at start).

## Methods

### Public methods:

- `safari_zone$new()`
- `safari_zone$print()`
- `safari_zone$pause()`
- `safari_zone$step()`
- `safari_zone$clone()`

**Method** `new()`: Create a new Safari Zone object.

*Usage:*

```
safari_zone$new()
```

*Returns:* A SafariZone-class object.

**Method** print(): Create a new Safari Zone print method.

*Usage:*

```
safari_zone$print()
```

*Returns:* A console message with steps and balls remaining.

*Examples:*

```
\dontrun{
  x <- safar6::safari_zone$new() # initialise class
  x$print() # print the object, see stats
}
```

**Method** pause(): Simulate the pause function from the original game.

*Usage:*

```
safari_zone$pause()
```

*Returns:* A console message with steps and balls remaining.

*Examples:*

```
\dontrun{
  x <- safar6::safari_zone$new() # initialise class
  x$pause() # 'pause' the game, see stats
}
```

**Method** step(): Take a step in the Safari Zone.

*Usage:*

```
safari_zone$step()
```

*Returns:* Either nothing, or a wild encounter.

*Examples:*

```
\dontrun{
  x <- safar6::safari_zone$new() # initialise class
  x$step() # take step, prints steps remaining
}
```

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

```
safari_zone$clone(deep = FALSE)
```

*Arguments:*

deep Whether to make a deep clone.

**See Also**

[print](#)

**Examples**

```
## Not run: x <- safar6::safari_zone$new()

## -----
## Method `safari_zone$print`
## -----

## Not run:
  x <- safar6::safari_zone$new() # initialise class
  x$print() # print the object, see stats

## End(Not run)

## -----
## Method `safari_zone$pause`
## -----

## Not run:
  x <- safar6::safari_zone$new() # initialise class
  x$pause() # 'pause' the game, see stats

## End(Not run)

## -----
## Method `safari_zone$step`
## -----

## Not run:
  x <- safar6::safari_zone$new() # initialise class
  x$step() # take step, prints steps remaining

## End(Not run)
```

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