

# Package: tamRgo (via r-universe)

August 17, 2024

**Title** Digital Pets for R

**Version** 0.1.0

**Description** Store a persistent digital pet on your computer and interact with it in your R console.

**License** MIT + file LICENSE

**URL** <https://matt-dray.github.io/tamRgo/>,  
<https://github.com/matt-dray/tamRgo>

**BugReports** <https://github.com/matt-dray/tamRgo/issues>

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.1.2

**Suggests** covr, knitr, rmarkdown

**Depends** R (>= 4.0)

**LazyData** true

**VignetteBuilder** knitr

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

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

**RemoteRef** HEAD

**RemoteSha** afd27406f57ed87c94b947eb0b2449fe2bedac39

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`clean`*Clean Your Pet*

---

**Description**

Clean dirt off your pet, which reduces your pet's 'dirty' status value by 1, down to a minimum of 0.

**Usage**`clean()`**Value**

Nothing.

**Examples**

```
## Not run: clean()
```

---

`feed`*Feed Your Pet*

---

**Description**

Give food to your pet, which reduces your pet's 'hungry' status value by 1, down to a minimum of 0.

**Usage**`feed()`**Value**

Nothing.

**Examples**

```
## Not run: feed()
```

---

`get_stats`*Print Pet Statistics*

---

**Description**

Print to the console your pet's current characteristics and status values.

**Usage**

```
get_stats()
```

**Details**

The output will show the following elements:

**Name** Pet's user-provided name.

**Species** Randomly-selected pet species.

**Age** Days since born.

**Level** Growth stage.

**Alive** Is the pet alive?

**Happy** Happiness on a scale of 0 to 5.

**Hungry** Hunger on a scale of 0 to 5.

**Dirty** Dirtiness on a scale of 0 to 5.

**Value**

Nothing.

**Examples**

```
## Not run: get_stats()
```

---

`lay_egg`*Generate a New Pet*

---

**Description**

Lays an egg that contains a new digital pet who will live on your computer.

**Usage**

```
lay_egg(pet_name)
```

**Arguments**

pet\_name            Character. A name for your new pet. Maximum eight characters.

**Details**

A persistent 'blueprint' file of your pet's characteristics will be saved to your computer. It will be saved as an RDS to the directory location given by `tools::R_user_dir("tamRgo", which = "data")`. You can only have store one blueprint at a time, so you can only have one pet at a time on your computer. .

**Value**

Nothing.

**Examples**

```
## Not run: lay_egg(pet_name = "KEVIN")
```

---

play

*Play with Your Pet*

---

**Description**

Play a game of chance with your pet, which increases your pet's 'happy' status value by 1, up to a maximum of 5.

**Usage**

```
play()
```

**Value**

Nothing.

**Examples**

```
## Not run: play()
```

---

release	<i>Release Your Pet</i>
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---

**Description**

Release your pet into the world. Once released, they're gone forever.

**Usage**

```
release()
```

**Details**

Deletes the persistent 'blueprint' file of your pet's characteristics that's saved as an RDS in the directory location given by `tools::R_user_dir("tamRgo", which = "data")`.

**Value**

Nothing.

**Examples**

```
## Not run: release()
```

---

see_pet	<i>See Your Pet</i>
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---

**Description**

Print to the console an image of your digital pet.

**Usage**

```
see_pet()
```

**Details**

The appearance of your pet is dependent on its species and level, which you can view with [get\\_stats](#).

**Value**

Nothing.

**Examples**

```
## Not run: see_pet()
```

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