Package 'CamelUp'

July 21, 2025

Title 'CamelUp' Board Game as a Teaching Aid for Introductory Statistics

Version 2.0.3

Description
Implements the board game 'CamelUp' for use in introductory statistics classes using a Shiny app.

BugReports https://github.com/mczekanski1/Camel-Up/issues

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

Imports data.table, dplyr, ggplot2, magrittr, methods, Rcpp, shiny

Suggests testthat

LinkingTo Rcpp

NeedsCompilation yes

Author Michael Czekanski [aut, cre],
Alex Lyford [aut],
Tom Rahr [aut],
Tina Chen [aut]

Maintainer Michael Czekanski <middleburystatspackages@gmail.com>

Repository CRAN

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Contents

`Board` *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Parameter: other - The other Double object
- Returns: product of the values

`Camel` *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Die *Encapsulates a double*

Description

Type the name of the class to see its

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Game *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

generateUI *Play the game CamelUp*

Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

```
generateUI()
```

Value

an object representing the CamelUp app as generated by shiny::shinyApp

LegBet *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

playCamelUp *Play the game CamelUp*

Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

```
playCamelUp()
```

Value

an object representing the CamelUp app as generated by shiny::shinyApp

Player *Encapsulates a double*

Description

Type the name of the class to see its

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

server *Play the game CamelUp*

Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

```
server(input, output)
```

Arguments

input	server input
output	server output

Value

an object representing the CamelUp app as generated by shiny::shinyApp

simulateMoveNTimes *Simulate moving N times*

Description

Simulate moving N times

Usage

```
simulateMoveNTimes(g, N)
```

Arguments

g	game object
N	number of sims

simulateMoveOnce *Simulate moving*

Description

Simulate moving

Usage

```
simulateMoveOnce(g)
```

Arguments

g	game object

Simulator *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Space *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

`new` Constructor

`mult` Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Index