

Package: Rokemon (via r-universe)

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Title Pokemon Style Plotting And Data

Version 0.0.1

Description This package implements several themes for ggplot to bring your data into the world of Pokemon.

Depends R (>= 3.4.2)

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Encoding UTF-8

LazyData true

Imports extrafont, png, grid, ggplot2, cowplot, dplyr

RoxygenNote 6.0.1

Repository <https://schochastics.r-universe.dev>

RemoteUrl <https://github.com/schochastics/rokemon>

RemoteRef HEAD

RemoteSha e6003e382d847cda2822b23cd049d7bccaa1f6e3

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annotate_pogo	<i>Pokemon Go Team Logos</i>
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Description

Enhance your plots with a background picture of your favorite Pokemon Go team.

Usage

```
annotate_pogo(team = "mystic", opacity = 0.5)
```

Arguments

team	string. either 'mystic', 'valor' or 'instinct'
opacity	opacity of team logo.

References

The logos were not designed by me. All credit goes to [this guy](#).

Examples

```
## Not run:
library(tidyverse)

pokemon %>%
  dplyr::filter(type1=="water") %>%
  ggplot(aes(defense,attack))+
  annotate_pogo(team = "mystic")+
  geom_point()+
  theme_mystic()+
  labs(title="Team Mystic",subtitle="Water Pokemon")

## End(Not run)
```

gghealth	<i>HP bar chart</i>
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Description

A barchart in the style of a HP bar.

Usage

```
gghealth(data, names, values, sort.names = TRUE, init.size = 3,
  cuts = c(0.8, 0.4, 0.2))
```

Arguments

data	data.frame.
names	column name of names to use in the plot.
values	column name of values to plot.
sort.names	order names according to value (TRUE, default) or not (FALSE).
init.size	size of the healthbar. See details.
cuts	numeric vector of length 3. See details.

Details

init.size controls the height of the bar. The more names are used, the smaller the value should be. The values in cuts should be decreasing in the interval (0,1).

Examples

```
## Not run:
gghealth(pokemon[1:10,], "name", "base_total", init.size = 5)+
  labs(x="", y="Stats Total")

## End(Not run)
```

import_pokefont	<i>Import Pokefonts</i>
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Description

Use this function to import the Pokemon Fonts to R.

Usage

```
import_pokefont()
```

pokemon	<i>Pokemon Data</i>
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Description

Pokemon Data

Usage

```
pokemon
```

Format

A data frame containing various stats from 801 pokemon. Use `str(pokemon)` for more details.

References

Pokémon data download from Kaggle: <https://www.kaggle.com/rounakbanik/pokemon>, originally scraped from <http://serebii.net/>

poke_pal	<i>Pokemon inspired Palettes</i>
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Description

Color palettes generated from Pokemon sprites.

Usage

```
poke_pal(name, n)

display_poke_pal(name = "pikachu")
```

Arguments

name	string. name of a Pokemon who's colors should be used
n	integer specifying the number of colors to return.

Details

`display_poke_pal` can be used to display colors of a poke palette. All palettes were computed automatically and might not all be very meaningful. Other (and better) pokemon palettes can be found in the package [palettetown](#)

Value

A color palette

Examples

```
poke_pal("pikachu", 3)
```

poke_pie

Poke Pie Charts

Description

Create Pie Charts of the color distribution of Pokemon sprites.

Usage

```
poke_pie(path_to_sprites = "", poke)
```

Arguments

path_to_sprites

path to sprite files. See Details

poke

name or pokedex number of Pokemon

Details

Sprites are not provided and have to be download prior of usage. It is important that the sprites are numbered from 1.png to 801.png. <https://github.com/PokeAPI/sprites> contains all sprites in the right format and has been used for testing.

Rokemon

Rokemon

Description

An R package for your favorite game. More Help can be found on github: <https://github.com/schochastics/Rokemon>

scale_color_poketype

Pokemon color scale

Description

This allows to use the Pokemon type color scale in ggplot.

Usage

```
scale_color_poketype(...)
```

```
scale_fill_poketype(...)
```

Arguments

... common discrete scale parameters for ggplot

Examples

```
library(ggplot2)

ggplot(pokemon, aes(defense, attack))+
  geom_point(aes(col=type1))+
  scale_color_poketype()

ggplot(pokemon, aes(type1))+
  geom_bar(aes(fill=type1))+
  scale_color_poketype()
```

theme_gameboy

Classic Gamyboy inspired ggplot theme

Description

Theme based on the first generation of the Gameboy.

Usage

```
theme_gameboy()
```

Examples

```
## Not run:
library(ggplot2)

ggplot(pokemon, aes(attack, defense))+
  geom_point(shape = 15, col = c("#006400"), size=2)+
  theme_gameboy()+
  labs(title = "Classic Gameboy Theme")

## End(Not run)
```

theme_gba	<i>Gameboy Advanced inspired ggplot theme</i>
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Description

Theme based on the Gameboy Advanced.

Usage

```
theme_gba()
```

Examples

```
## Not run:  
library(ggplot2)  
  
ggplot(pokemon, aes(attack, defense))+  
  geom_point(shape = 15, col = c("#006400"), size=2)+  
  theme_gameboy()+  
  labs(title = "Classic Gameboy Theme")  
  
## End(Not run)
```

theme_instinct	<i>Theme Instinct</i>
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Description

ggplot theme that simply adds a yellow background to the plot.

Usage

```
theme_instinct()
```

theme_mystic	<i>Theme Mystic</i>
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Description

ggplot theme that simply adds a blue background to the plot.

Usage

```
theme_mystic()
```

 theme_rocket

Theme Rocket

Description

ggplot theme of Team Rocket. Meowth that's right!

Usage

```
theme_rocket(...)
```

Arguments

```
...          additional parameters to ggplot2::theme()
```

Examples

```
## Not run:
#create a Pokemon type effectiveness chart
library(tidyverse)

pokemon %>%
  distinct(type1, .keep_all=TRUE) %>%
  select(defender = type1, against_bug:against_water) %>%
  gather(attacker, effect, against_bug:against_water) %>%
  mutate(attacker = str_replace_all(attacker, "against_", "")) %>%
  ggplot(aes(y=attacker, x=defender, fill=factor(effect)))+
  geom_tile()+
  geom_text(aes(label=ifelse(effect!=1, effect, "")))+
  scale_fill_manual(values=c("#8B1A1A", "#CD2626", "#EE2C2C", "#FFFFFF", "#00CD00", "#008B00"))+
  theme_rocket(legend.position="none")+
  labs(title="Effectiveness Table")

## End(Not run)
```

 theme_status

Health bar theme

Description

Theme used in gghealth.

Usage

```
theme_status()
```

theme_valor	<i>Theme Valor</i>
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Description

ggplot theme that simply adds a red background to the plot.

Usage

theme_valor()

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