

# Package ‘gameR’

July 22, 2025

**Title** Color Palettes Inspired by Video Games  
**Version** 0.0.7  
**Description** Palettes based on video games.  
**License** GPL (>= 3)  
**Encoding** UTF-8  
**RoxygenNote** 7.3.2  
**Suggests** testthat (>= 3.0.0), ggplot2, magrittr, palmerpenguins,  
knitr, rmarkdown, spelling  
**Config/testthat/edition** 3  
**URL** <https://www.constantine-cooke.com/gameR/>,  
<https://github.com/nathansam/gameR/>  
**BugReports** <https://github.com/nathansam/gameR/issues>  
**VignetteBuilder** knitr  
**Language** en-US  
**NeedsCompilation** no  
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## Contents

|                      |          |
|----------------------|----------|
| gameR_cols . . . . . | 2        |
| gameR_cont . . . . . | 2        |
| <b>Index</b>         | <b>4</b> |

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|            |                               |
|------------|-------------------------------|
| gameR_cols | <i>Choose a gameR palette</i> |
|------------|-------------------------------|

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### Description

Choose a gameR palette

### Usage

```
gameR_cols(palette = NULL, reverse = FALSE)
```

### Arguments

|         |                                                                                                                                                                                                                                           |
|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| palette | Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, sonic, spirit, splat, superbros, wow |
| reverse | Logical. Should the palette be reversed? Defaults to FALSE.                                                                                                                                                                               |

### Value

Vector containing a hex color code representation for the chosen palette

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|            |                                                                  |
|------------|------------------------------------------------------------------|
| gameR_cont | <i>Generate continuous palette from a discrete gameR palette</i> |
|------------|------------------------------------------------------------------|

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### Description

Generate continuous palette from a discrete gameR palette

### Usage

```
gameR_cont(
  n,
  palette = NULL,
  reverse = FALSE,
  bias = NULL,
  interpolate = "spline"
)
```

**Arguments**

|             |                                                                                                                                                                                                                                           |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| n           | Number of colors to be generated                                                                                                                                                                                                          |
| palette     | Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, frisk, gris, human_rev, kirby, new_horizon, ocarina, okami, p3r, p4g, papyrus, pman, radio, rayman, sans, sonic, spirit, splat, superbros, wow |
| reverse     | Logical. Should the palette be reversed? Defaults to FALSE.                                                                                                                                                                               |
| bias        | Passed to <a href="#">colorRamp</a> . A positive number. Higher values give more widely spaced colors at the high end.                                                                                                                    |
| interpolate | Passed to <a href="#">colorRamp</a> . Use spline or linear interpolation                                                                                                                                                                  |

**Value**

Vector containing a hex color code representation for the chosen palette interpolated across n values

# Index

`colorRamp`, [3](#)

`gameR_cols`, [2](#)

`gameR_cont`, [2](#)