

# Package ‘CamelUp’

May 7, 2026

**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

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**Repository** CRAN

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## Contents

Board . . . . .	2
Camel . . . . .	2
Die . . . . .	3
Game . . . . .	3
generateUI . . . . .	3
LegBet . . . . .	4

playCamelUp . . . . .	4
Player . . . . .	4
server . . . . .	5
simulateMoveNTimes . . . . .	5
simulateMoveOnce . . . . .	6
Simulator . . . . .	6
Space . . . . .	6
<b>Index</b>	<b>7</b>

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Board	<i>Encapsulates a double</i>
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### 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

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Camel	<i>Encapsulates a double</i>
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### 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

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LegBet	<i>Encapsulates a double</i>
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**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

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playCamelUp	<i>Play the game CamelUp</i>
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**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

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Player	<i>Encapsulates a double</i>
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**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

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server	<i>Play the game CamelUp</i>
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**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

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simulateMoveNTimes	<i>Simulate moving N times</i>
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**Description**

Simulate moving N times

**Usage**

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

**Arguments**

g	game object
N	number of sims

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simulateMoveOnce	<i>Simulate moving</i>
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**Description**

Simulate moving

**Usage**

```
simulateMoveOnce(g)
```

**Arguments**

g	game object
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Simulator	<i>Encapsulates a double</i>
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**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

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Space	<i>Encapsulates a double</i>
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**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

Board, [2](#)

Camel, [2](#)

Die, [3](#)

Game, [3](#)

generateUI, [3](#)

LegBet, [4](#)

playCamelUp, [4](#)

Player, [4](#)

server, [5](#)

simulateMoveNTimes, [5](#)

simulateMoveOnce, [6](#)

Simulator, [6](#)

Space, [6](#)