

Package: shinyMons (via r-universe)

May 28, 2026

Type Package

Title Shiny App of The Famous 151 First Pokemons

Version 0.2.0

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Description Discover everything you want to know about your favorites pokemon. Data are taken from the awesome API <<https://pokeapi.co>>.

Imports shiny, tablerDash, shinyWidgets, echarts4r, pushbar, visNetwork, shinyjs, stringr, jsonlite, waiter, dplyr

Suggests bslib

URL <https://github.com/DivadNojnarg/shinyMons>,
<https://divadnojnarg.github.io/shinyMons/>

BugReports <https://github.com/DivadNojnarg/shinyMons/issues>

License GPL-2

Encoding UTF-8

LazyData true

RoxygenNote 7.3.2

Depends R (>= 2.10)

Config/pak/sysreqs cmake make libicu-dev libuv1-dev zlib1g-dev

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

Date/Publication 2025-01-28 20:39:01 UTC

RemoteUrl <https://github.com/DivadNojnarg/shinyMons>

RemoteRef HEAD

RemoteSha 0d90115a85e98430e700474181966a10a4cb9401

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calculate_damages	<i>Function that calculates the damages of an attack on a given opponent</i>
-------------------	--

Description

Function that calculates the damages of an attack on a given opponent

Usage

```
calculate_damages(current_attack, current_pokemon, opponent, types)
```

Arguments

current_attack	The currently selected attack.
current_pokemon	Id of the randomly generated pokemon who is attacking.
opponent	Opponent type. Useful for effectiveness calculations.
types	Object containing all pokemons types strenght and weaknesses.

Note

As already explained, I only consider physical attacks...

compute_stat	<i>Function that calculate a given stat of a pokemon based on its level.</i>
--------------	--

Description

Function that calculate a given stat of a pokemon based on its level.

Usage

```
compute_stat(level, base_stat)
```

Arguments

level	Current pokemon level.
base_stat	Stat to be scaled.

Note

To be used in [generate_pokemons](#).

fight_history	<i>Function that generates a timelineItem for each attack the pokemon does.</i>
---------------	---

Description

Function that generates a timelineItem for each attack the pokemon does.

Usage

```
fight_history(attacking, opponent, current_attack, damages)
```

Arguments

attacking	Id of the randomly generated pokemon who is attacking.
opponent	Opponent type. Useful for effectiveness calculations.
current_attack	The currently selected attack.
damages	Result of calculate_damages with the current_attack. TRUE in this case.

generate_pokemons	<i>Function that generate 2 random pokemons. Levels are between 1 and 100 and ids are between 1 and 151</i>
-------------------	---

Description

Function that generate 2 random pokemons. Levels are between 1 and 100 and ids are between 1 and 151

Usage

```
generate_pokemons(mainData, sprites, difficulty, attacks)
```

Arguments

mainData	Object containing the main pokemon data.
sprites	Object containing pokemon images.
difficulty	Game difficulty.
attacks	Object containing pokemon attacks.

poke_attacks	<i>Pokemon attacks data</i>
--------------	-----------------------------

Description

Aggregated list of pokemon attacks data

Usage

```
poke_attacks
```

Format

```
## 'who' A list with 'r length(poke_attacks)' elements.
```

Source

```
<https://pokeapi.co/docs/v2>
```

poke_data	<i>Pokemon global data</i>
-----------	----------------------------

Description

Aggregated list of pokemon data

Usage

```
poke_data
```

Format

```
## 'who' A list with 'r length(poke_data)' elements:
```

```
name Pokemon name
```

```
description Pokemon description
```

```
shape Pokemon shape ...
```

Source

```
<https://pokeapi.co/docs/v2>
```

poke_evol_ui	<i>UI module for generating the pokemon evolution timeline</i>
--------------	--

Description

UI module for generating the pokemon evolution timeline

Server module generating the pokemon evolution timeline

Usage

```
poke_evol_ui(id)
```

```
poke_evol_server(id, selected, shiny)
```

Arguments

```
id          character used to specify namespace, see shiny::NS
```

```
selected    Input containing the selected pokemon index.
```

```
shiny       Whether to display a shiny version. FALSE by default.
```

Value

a shiny::tagList containing UI elements

poke_infos_server *Server module generating the pokemon info cards*

Description

Server module generating the pokemon info cards

Usage

```
poke_infos_server(id, selected, shiny)
```

Arguments

id	Module id.
selected	Input containing the selected pokemon index.
shiny	Whether to display a shiny version. FALSE by default.

poke_infos_ui *UI module for generating the pokemon info cards*

Description

UI module for generating the pokemon info cards

Usage

```
poke_infos_ui(id)
```

Arguments

id	character used to specify namespace, see shiny::NS
----	--

Value

a shiny::tagList containing UI elements

poke_locations_ui *UI module for generating the pokemon location card*

Description

UI module for generating the pokemon location card
Server module generating the pokemon location card

Usage

```
poke_locations_ui(id)
poke_locations_server(id, selected)
```

Arguments

id character used to specify namespace, see `shiny::NS`
selected Input containing the selected pokemon index.

Value

a `shiny::tagList` containing UI elements

poke_moves_ui *UI module for sorting pokemon*

Description

UI module for sorting pokemon
Server module generating the pokemon interface

Usage

```
poke_moves_ui(id)
poke_moves_server(id, selected)
```

Arguments

id character used to specify namespace, see `shiny::NS`
selected Input containing the selected pokemon index.

Value

a `shiny::tagList` containing UI elements

poke_network *Pokemon network data*

Description

Useful data to reconstruct with visNetwork htmlWidget.

Usage

poke_network

Format

'who' A list with nodes and edges dataframes. For the node dataframe:

id Pokemon id

label Pokemon name

group Pokemon family

image Pokemon sprite

shape Node shape

value Node value

For edges:

from Pokemon previous stage

to Pokemon next stage

title Evolution detail

arrow Direction of arrows

Source

<<https://pokeapi.co/docs/v2#evolution-section>>

poke_select_server *Server module generating the pokemon interface*

Description

Server module generating the pokemon interface

Usage

poke_select_server(id, selected)

Arguments

id	Module id.
selected	Object containing the selected pokemon in the network, if not NULL.

poke_select_ui	<i>UI module for sorting pokemon</i>
----------------	--------------------------------------

Description

UI module for sorting pokemon

Usage

```
poke_select_ui(id)
```

Arguments

id	character used to specify namespace, see shiny::NS
----	--

Value

a shiny::tagList containing UI elements

poke_stats_server	<i>Server module generating the pokemon stats chart</i>
-------------------	---

Description

Server module generating the pokemon stats chart

Usage

```
poke_stats_server(id, selected)
```

Arguments

id	Module id.
selected	Input containing the selected pokemon index.

poke_stats_ui *UI module for generating the pokemon stats chart*

Description

UI module for generating the pokemon stats chart

Usage

```
poke_stats_ui(id)
```

Arguments

id character used to specify namespace, see [shiny::NS](#)

Value

a shiny::tagList containing UI elements

poke_types_ui *UI module for generating the pokemon type*

Description

UI module for generating the pokemon type
Server module generating the pokemon types info boxes

Usage

```
poke_types_ui(id)  
  
poke_types_server(id, selected)
```

Arguments

id character used to specify namespace, see [shiny::NS](#)
selected Input containing the selected pokemon index.

Value

a shiny::tagList containing UI elements

pokeAttack	<i>Server module for generating the pokeAttacks section</i>
------------	---

Description

Server module for generating the pokeAttacks section

Usage

```
pokeAttack(input, output, session, attacks)
```

Arguments

input	Shiny inputs.
output	Shiny outputs.
session	Shiny session.
attacks	Data containing all pokemon abilities in the first generation.

pokeAttackUi	<i>UI module for generating the pokeAttacks section</i>
--------------	---

Description

UI module for generating the pokeAttacks section

Usage

```
pokeAttackUi(id)
```

Arguments

id	character used to specify namespace, see shiny::NS
----	--

Value

a shiny::tagList containing UI elements

pokeFight

Server module for generating the pokeFight section

Description

Server module for generating the pokeFight section

Usage

```
pokeFight(input, output, session, mainData, sprites, attacks, types)
```

Arguments

input	Shiny inputs.
output	Shiny outputs.
session	Shiny session.
mainData	Object containing the main pokemon data.
sprites	Object containing pokemon images.
attacks	Object containing pokemon attacks.
types	Object containing all pokemon types.

pokeFightUi

UI module for generating the pokeFight section

Description

UI module for generating the pokeFight section

Usage

```
pokeFightUi(id)
```

Arguments

id	character used to specify namespace, see shiny::NS
----	--

Value

a [shiny::tagList](#) containing UI elements

pokeGallery *Server module generating the pokemon gallery interface*

Description

Server module generating the pokemon gallery interface

Usage

```
pokeGallery(input, output, session, mainData, details, shiny)
```

Arguments

input	Shiny inputs.
output	Shiny outputs.
session	Shiny session.
mainData	Object containing the main pokemon data.
details	Object containing extra pokemon details.
shiny	Whether to display a shiny version. FALSE by default.

pokeGalleryUi *UI module for generating the gallery of the first 151 pokemons*

Description

UI module for generating the gallery of the first 151 pokemons

Usage

```
pokeGalleryUi(id)
```

Arguments

id	character used to specify namespace, see shiny::NS
----	--

Value

a shiny::tagList containing UI elements

pokeNetwork	<i>Server module for generating the pokeNetwork section</i>
-------------	---

Description

Server module for generating the pokeNetwork section

Usage

```
pokeNetwork(  
  input,  
  output,  
  session,  
  mainData,  
  details,  
  families,  
  groups,  
  mobile  
)
```

Arguments

input	Shiny inputs.
output	Shiny outputs.
session	Shiny session.
mainData	All pokemon main data.
details	Object containing extra pokemon details.
families	List containing all pokemon connections.
groups	List containing data for grouping pokemons by evolution family.
mobile	Shiny input checking if the app is running on a cellphone/tablet.

pokeNetworkUi	<i>UI module for generating the pokeNetwork section</i>
---------------	---

Description

UI module for generating the pokeNetwork section

Usage

```
pokeNetworkUi(id)
```

Arguments

id character used to specify namespace, see `shiny::NS`

Value

a `shiny::tagList` containing UI elements

pokeOther *Server module generating other stats chart*

Description

Server module generating other stats chart

Usage

```
pokeOther(input, output, session, mainData, details)
```

Arguments

input Shiny inputs.
output Shiny outputs.
session Shiny session.
mainData Object containing the main pokemon data.
details Object containing extra pokemon details.

pokeOtherUi *UI module for generating other stats chart*

Description

UI module for generating other stats chart

Usage

```
pokeOtherUi(id)
```

Arguments

id character used to specify namespace, see `shiny::NS`

Value

a `shiny::tagList` containing UI elements

run_pokemons	<i>Launch the pokemon app</i>
--------------	-------------------------------

Description

Unleash the pokemon app

Usage

```
run_pokemons()
```

Examples

```
if (interactive()) {  
  run_pokemon()  
}
```

select_attacks	<i>Function that list all possible learnable moves for a pokemon and select only 4 moves.</i>
----------------	---

Description

Function that list all possible learnable moves for a pokemon and select only 4 moves.

Usage

```
select_attacks(mainData, attacks, current_pokemon_id)
```

Arguments

mainData	Object containing the main pokemon data.
attacks	Object containing all pokemon attacks data.
current_pokemon_id	Id of the randomly generated pokemon.

Note

Limitations: only physical moves are considered for the moment. This function has to be called inside [generate_pokemons](#).

shinyMons

shinyMons

Description

Discover everything you want to know about your favorites pokemon. Data are taken from the awesome API <https://pokeapi.co>.

Author(s)

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Other contributors:

- RinteRface [copyright holder]

See Also

Useful links:

- <https://github.com/DivadNojnarg/shinyMons>
- Report bugs at <https://github.com/DivadNojnarg/shinyMons/issues>

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