TrivialPursuit [en]

Create a *'Trivial Pursuit'* board,
with customization.
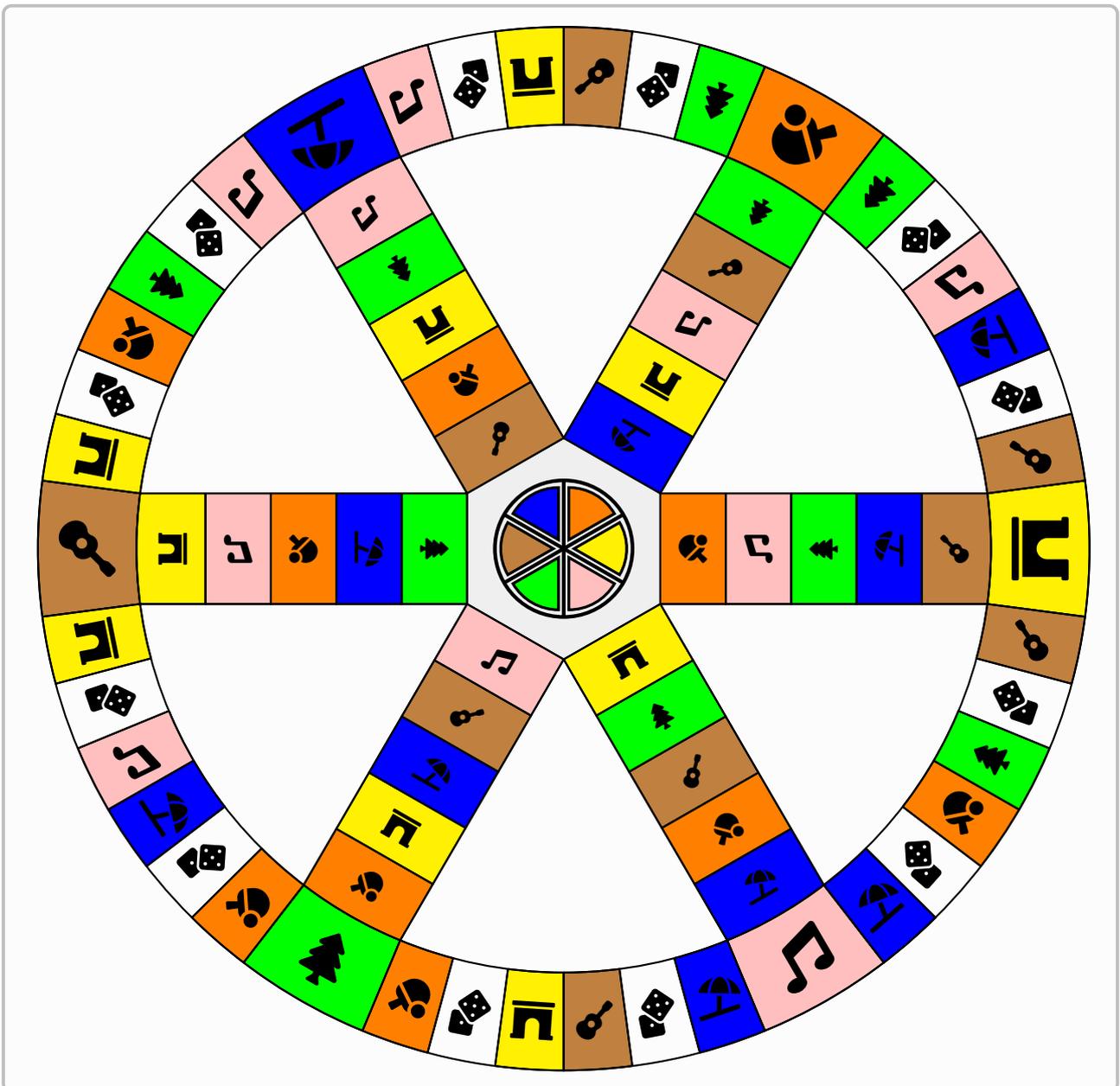
Version 0.1.2 -- 21/10/2024

Cédric Pierquet
c pierquet -- at -- outlook . fr
https://github.com/cpierquet/trivialpursuit

Trivial Pursuit™, is a trademark of Hasbro.

Contents

---

1 Introduction

1.1 Description

This package provides a command to display a Trivial Pursuit (trademark of Hasbro) board, with some customization :

- of lengths (radius + height cells) ;

- of colors ;

- of logos (with `fontawesome5`).

Cells and colors are globally fixed, are came from an original board.

For the moment, limitations are :

- number of categories (6) ;

- logos, given by a character, eg from package `fontawesome5`.

1.2 Loading

To load the package, simply add in the preamble :

    \usepackage{TrivialPursuit}

Loaded are useful package are :

- `tikz` with libraries `calc,positioning` ;

- `calc` and

- `fontawesome5` ;

- `simplekv` ; `xintexpr` and `listofitems`.

1.3 History

    0.1.2 : Key [ShortVersion] in order to reduce number of border cells
    0.1.1 : Adding two schemes of colors
   0.1.0 : Initial version

2 The macro

2.1 General usage

The code draw the board, with optional logos.

All the available keys are presented in the following paragraph, but concerning the dimensions, *general* are proposed by default, but it is however possible to modify them :

- either explicitly by the keys [Radius=] and [BorderHeight=];

- or by specifying a particular unit using the [Unit=] key, in which case the general shape of the board will be preserved !

```
\BoardTrivialPursuit[Unit=0.5]
%
\BoardTrivialPursuit[Radius=4,BorderHeight=1.25] %beware of the rendering...

\BoardTrivialPursuit[Unit=0.33]
%
\BoardTrivialPursuit[Unit=0.33,ShortVersion]
```
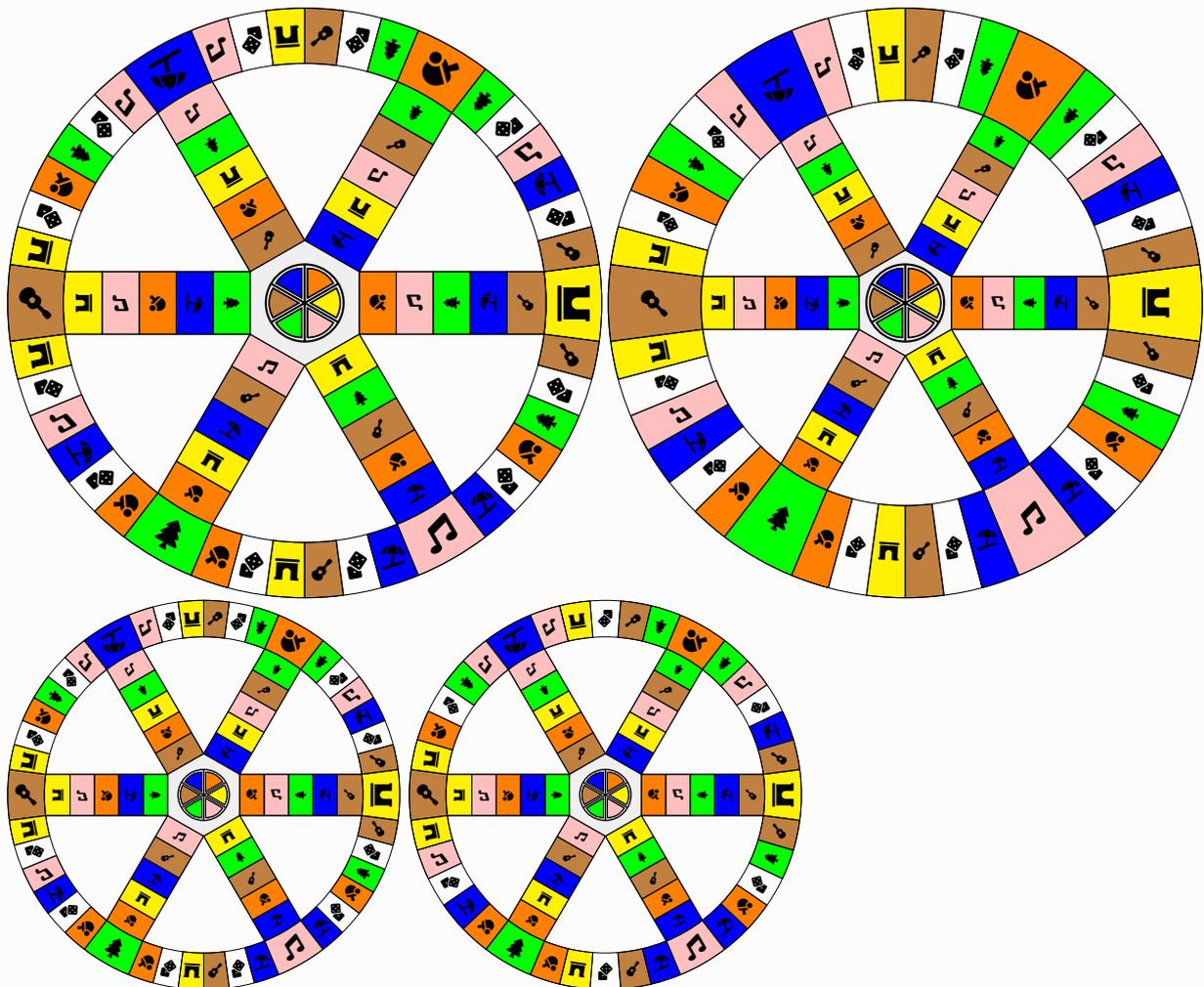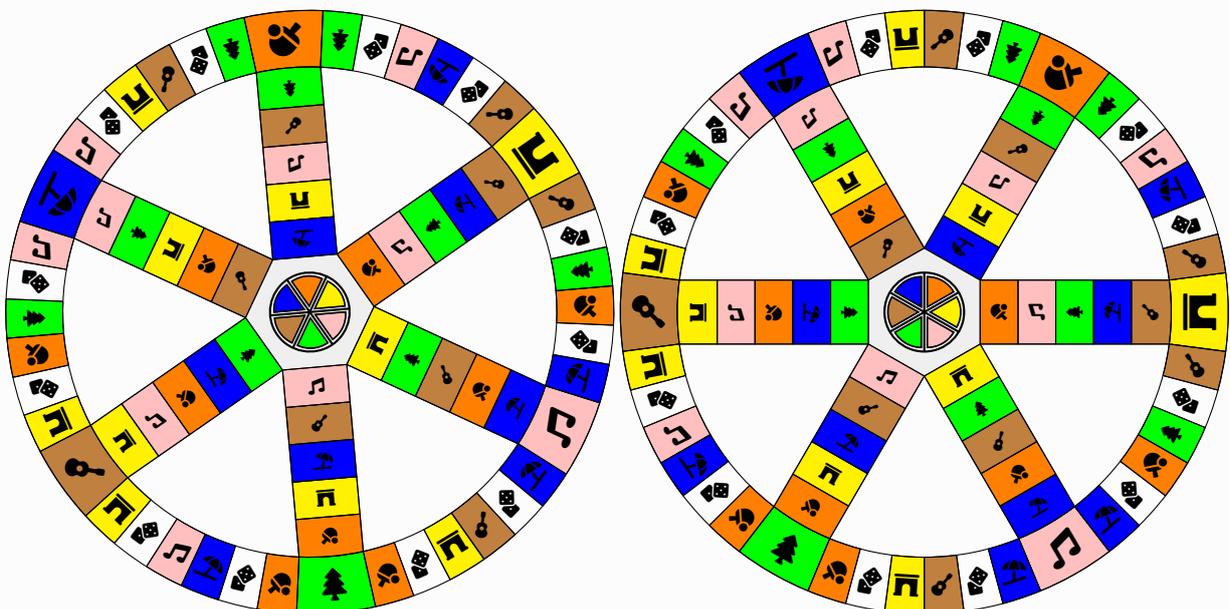
2.2 Keys and options

Available keys are :

- `Radius` := radius of the board (in unit), and `8` by default ;

- `BorderHeight` := height of ext cells, and `1.5` by default ;

- `ListColors` := colors of the categories,

  and `yellow,orange,blue,brown,green,pink` by default ;

- `ListIcons` := icons of categories,

  `\faArchway,\faTableTennis,\faUmbrellaBeach,\faGuitar,\faTree,\faMusic` by default ;

- `Icons` := boolean for display icons, and `true` by default ;

- `Center` := boolean for filling central hexagon, and `true` by default ;

- `ColorCenter` := color of central hexagon, and `lightgray!25` by default ;

- `Colors` := boolean fot printing colors, and `true` by default ;

- `Logo` := boolean for displaying logo at the center, and `true` by default ;

- `Jokers` := boolean for printing jokers, and `true` by default ;

- `IconJoker` := icon for joker, and `\faDice` by default ;

- `Blank` := boolean for an empty board, and `false` by default ;

- `Unit` := to precis an unit (better than a scale !), and `1` by default ;

- `Thickness` := thickness of the borders, and `0.8pt` by default ;

- `Rotation` := possible rotation of the board, and `0` by default ;

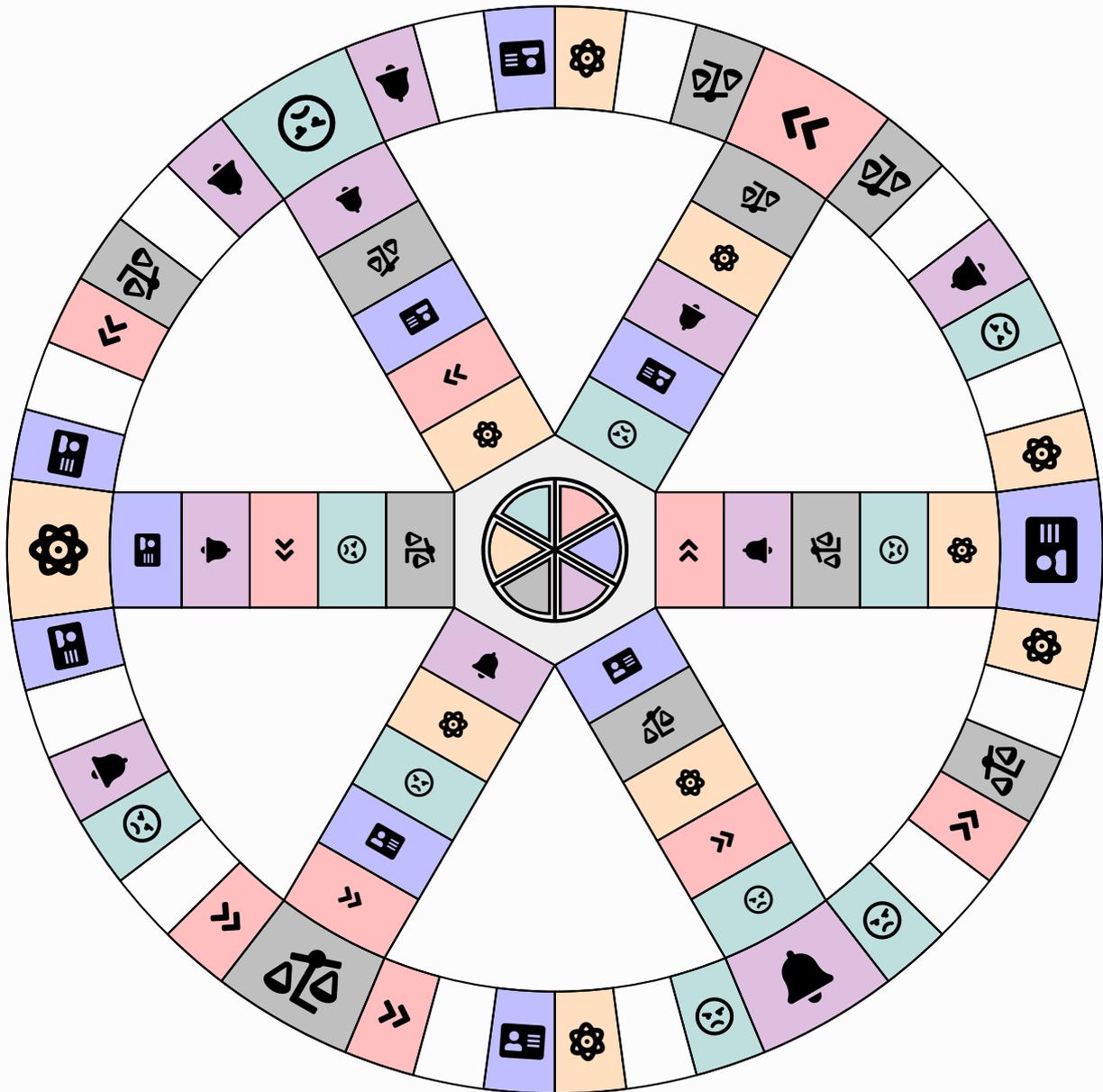- `ShortVersion` := use 5 cells instead 6 between 'big cells', and `false` by default.

```
\BoardTrivialPursuit[Rotation=35,Unit=0.5]
\BoardTrivialPursuit[Unit=0.5]
```

\BoardTrivialPursuit[Unit=0.5,Icons=false]
\BoardTrivialPursuit[Unit=0.5,Colors=false]

\BoardTrivialPursuit[Unit=0.5,Blank]
\BoardTrivialPursuit[Unit=0.5,Logo=false,Center=false,IconJoker=\faAward]

```
\BoardTrivialPursuit[%
        Jokers=false,%
        ListColors={%
                blue!25,red!25,teal!25,orange!25,gray!50,violet!25},%
        ListIcons={%
                \faAddressCard,\faAngleDoubleRight,\faAngry[regular],%
                \faAtom,\faBalanceScaleLeft,\faBell}
]
```

2.3   Schemes of colors

In addition (on a suggestion from quark67), two color styles have been defined internally :

    \TPColorsA
    \TPColorsB

```
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsA]
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsB]
```