Trivial Pursuit [en]

Create a 'Trivial Pursuit' board, with customization.

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Trivial Pursuit™, is a trademark of Hasbro.
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

0.1.1 : Adding two schemes of colors
0.1.0 : Initial version
2 The macro

2.1 General usage

The code draws 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 \[\text{Radius=}\] and \[\text{BorderHeight=}\];
- or by specifying a particular unit using the \[\text{Unit=}\] key, in which case the general shape of the board will be preserved!

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

\BoardTrivialPursuit[\text{Unit}=0.33] \%'optimal' rendering
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, and \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 for 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.

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