Motioncut Internship Java Programming week-4

-Objective: Develop a text-based adventure game using Java.

-Description: You'll create an interactive game where users can make choices that lead to different outcomes. The story can be of your choice, but it should involve decision-making and branching paths.

Requirements:

-The game should have a clear storyline with multiple decision points.

-Users should be able to make choices by inputting their decisions.

-The game should provide different outcomes based on user choices.

Implement error handling for invalid inputs.

-Ensure a user-friendly interface with clear instructions.

Below is an expanded example of a text-based adventure game in Java. This code includes storylines, outcomes based on choices, and a more extensive gameplay structure:

Here's an expanded storyline for the given text-based adventure game set in a mysterious forest:This expanded storyline adds more depth to the forest exploration and the cave encounter, providing different choices and outcomes for the player to experience during the game.

**Code:**

import java.util.Scanner;

public class TextAdventureGame {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.println("Welcome to the Adventure Game!");

System.out.println("You find yourself in a mysterious forest...

while (true) {

System.out.println("\nWhat do you want to do?")

System.out.println("1. Explore the forest");

System.out.println("2. Go towards the cave");

System.out.println("3. Quit");

int choice = getUserChoice(scanner);

switch (choice) {

case 1:

System.out.println("You explore the forest and find a hidden treasure!");

break;

case 2:

System.out.println("You enter the cave and encounter a dragon!");

System.out.println("What will you do?");

System.out.println("1. Fight the dragon");

System.out.println("2. Run away");

int caveChoice = getUserChoice(scanner);

if (caveChoice == 1) {

System.out.println("You bravely fight the dragon and succeed!");

} else {

System.out.println("You run away from the cave...");

}

break;

case 3:

System.out.println("Thanks for playing! Goodbye.");

scanner.close();

System.exit(0);

break;

default:

System.out.println("Invalid choice. Please choose again.");

break;

}

}

}

private static int getUserChoice(Scanner scanner) {

int choice = -1;

while (choice < 1 || choice > 3) {

System.out.print("Enter your choice: ");

if (scanner.hasNextInt()) {

choice = scanner.nextInt();

} else {

scanner.next(); // Clear the invalid input

}

}

return choice;

}

}

**Output:**



