

Create an interactive story game where players make choices that influence the narrative. Utilize text parsing and conditional statements to build a branching storyline.

```
#include <iostream>

#include <string>

std::string getChoice() {                                // Function to get player choice

    std::string choice;

    std::getline(std::cin, choice);

    return choice;

}

void startStory() {                                       // Main story function

    std::cout << "Welcome to the interactive story game!\n";

    std::cout << "You find yourself at a crossroad. Do you go 'left' or 'right'? \n";

    std::string choice = getChoice();

    if (choice == "left") {

        std::cout << "You have chosen to go left. You encounter a river. Do you 'swim' or 'build a raft'? \n";

        choice = getChoice();

        if (choice == "swim") {

            std::cout << "You decide to swim across the river. Unfortunately, the current is too strong and you get swept away. Game Over.\n";

        } else if (choice == "build a raft") {

            std::cout << "You build a raft and safely cross the river. On the other side, you find a treasure chest. You win!\n";

        } else {

            std::cout << "Invalid choice. Game Over.\n";

        }

    }

}
```

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    }

} else if (choice == "right") {

    std::cout << "You have chosen to go right. You find a cave. Do you 'enter' or 'walk past'?\\n";

    choice = getChoice();

    if (choice == "enter") {

        std::cout << "You enter the cave and find a sleeping dragon. Do you 'sneak past' or
'attack'?\\n";

        choice = getChoice();

        if (choice == "sneak past") {

            std::cout << "You sneak past the dragon and find a hidden exit. You escape safely.
You win!\\n";

        } else if (choice == "attack") {

            std::cout << "You attack the dragon, but it wakes up and defeats you. Game
Over.\\n";

        } else {

            std::cout << "Invalid choice. Game Over.\\n";

        }

    } else if (choice == "walk past") {

        std::cout << "You walk past the cave and get lost in the woods. Game Over.\\n";

    } else {

        std::cout << "Invalid choice. Game Over.\\n";

    }

} else {

    std::cout << "Invalid choice. Game Over.\\n";

}

```

```
}  
  
int main() {  
    startStory();  
    return 0;  
}
```