Week 4 :

import java.util.Scanner;

public class TextAdventureGame {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

// Introduction and starting point of the game

System.out.println("Welcome to the Quest for the Legendary Artifact!");

System.out.println("You are on a mission to find the artifact in the magical kingdom.");

// Start the adventure

beginAdventure(scanner);

}

public static void beginAdventure(Scanner scanner) {

// Start of the adventure

System.out.println("You arrive at a crossroad. Which path will you take? (forest/mountain)");

// Get user input

String path = scanner.nextLine();

// Process user input and branch the story

if (path.equalsIgnoreCase("forest")) {

goForestPath(scanner);

} else if (path.equalsIgnoreCase("mountain")) {

goMountainPath(scanner);

} else {

// Error handling for invalid input

System.out.println("Invalid input. Please choose 'forest' or 'mountain'.");

beginAdventure(scanner);

}

}

public static void goForestPath(Scanner scanner) {

// Forest path story continuation

System.out.println("You chose the forest path. You encounter a mystical creature.");

System.out.println("Do you want to 'befriend' or 'fight' it?");

String decision = scanner.nextLine();

if (decision.equalsIgnoreCase("befriend")) {

System.out.println("The creature becomes your friend and guides you deeper into the forest.");

findArtifact();

} else if (decision.equalsIgnoreCase("fight")) {

System.out.println("You tried to fight the creature but it was too powerful. Game over!");

// End of the game

} else {

System.out.println("Invalid input. Please choose 'befriend' or 'fight'.");

goForestPath(scanner);

}

}

public static void goMountainPath(Scanner scanner) {

// Mountain path story continuation

System.out.println("You chose the mountain path. You face a treacherous climb.");

System.out.println("Do you want to 'climb' or 'find another route'?");

String decision = scanner.nextLine();

if (decision.equalsIgnoreCase("climb")) {

System.out.println("You successfully climbed the mountain and reached the artifact's location.");

findArtifact();

} else if (decision.equalsIgnoreCase("find another route")) {

System.out.println("You found another safer route, but it took longer. The artifact eludes you. Game over!");

// End of the game

} else {

System.out.println("Invalid input. Please choose 'climb' or 'find another route'.");

goMountainPath(scanner);

}

}

public static void findArtifact() {

// Story conclusion after finding the artifact

System.out.println("Congratulations! You found the Legendary Artifact. You win!");

// End of the game

}

}