

# ReadMe for TextVenture

Description
A text-based adventure game is an interactive storytelling game where players explore a world and make choices that affect the story's outcome.
Developer
JUMANI
Version
1.0
Release Date
December 1, 2025

## OOP CONCEPTS APPLIED

Encapsulation
Player attributes such as respect, fear, and courage are kept private in the GameState class and are only modified through methods like addRespect() and addFear().
Inheritance
The abstract Path class provides shared tools and structure that are inherited by Path1, Path2, and Path3, allowing each subclass to reuse common functionality while defining its own story flow through the playPath() method.
Polymorphism
Although all paths use the same playPath() method name, each subclass implements it differently, enabling distinct narratives and endings depending on the selected path.
Abstraction
Supporting classes like DelayPrinter and LoadingBar hide complex operations such as slow text printing and animations behind simple method calls, allowing other parts of the program to use these features without knowing their internal logic.

## Overview

People who love to read enjoy being fully immersed in a story. With that in mind, this game presents players with multiple paths and decision points that shape the storyline, influence character outcomes, and determine the ending. Each choice opens up new scenarios, encouraging exploration, critical thinking, and replaying the game to experience every possible outcome.

## Installation

To run this program, you can install and run it as follows:

### 1. Install Java Compiler

Ensure that a Java compiler (JDK) is installed on your computer. If not, download and install the latest version of the Java Development Kit (JDK).

### 2. Create or open a folder where you want to store your Java program files.

### 3. Save the program with the filename:



in your project folder.

### 4. Load the Java source code using your Java compiler and open the terminal.

### 5. Run the Program

### 6. Follow On-Screen Instructions

- Read the instructions displayed by the program carefully.
- Enter your name when prompted.
- Choose story options using the numbers displayed.
- Type 0 during a choice to return to the main menu.

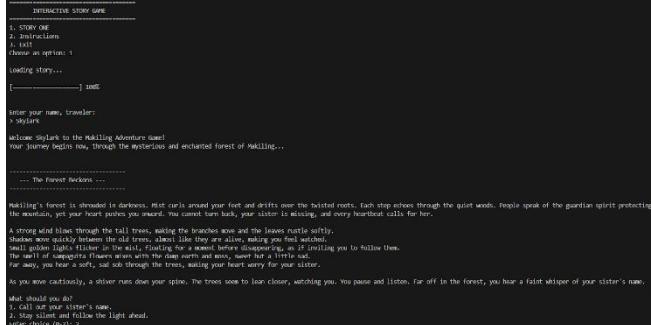
### 7. Continue following the storyline and explore different choices to experience all possible outcomes to enjoy the game.

## Sample Output

### [Main Menu] – Instructions



### – STORY ONE –



## **ACKNOWLEDGEMENT**

To Almighty God, for giving the developers knowledge, wisdom, and courage to have the strength to develop the system.

To Sir Emman, for his unwavering support, guidance, and encouragement for the development of the system.

To our family and friends, for their continuous support, patience, and motivation. Their words of encouragement and understanding pushed us to persevere and finish this project.

## **ABOUT US**

De Gracia, Niela Alena

She is a BS Computer Science student at Batangas State University – The National Engineering University. She enjoys learning new skills, trying new challenges, and staying active in sports. Known for her flexibility and determination, she always aims to grow and contribute meaningfully.

Labrador, Matthew Louis

Not the best, not the worst – just someone who loves creating things and getting better along the way.

Magbuhat, Julian Carlo

He is a Computer Science student studying at Batangas State University – The Nation Engineering University. He enjoys exploring creative ways and is always eager to learn new skills. In addition to his academic pursuit, he is interested in gaming, videography and applications of computer science.

## **Future Enhancements**

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To make this project to a new level, some future enhancements could be considered.

**++** The storyline can be expanded with additional branches, endings, and character interactions to increase replayability and provide a richer narrative.

**++** Addition of new different stories to the main menu would provide more variety of genre and give players the freedom to choose which adventure they want to experience.

**++** A graphical interface and multimedia elements, such as background music, sound effects, and images, could make the game more engaging and immersive.

**++** Features like saving and loading progress, could help users to continue the story some other time, improving its accessibility for longer sessions. This will allow them to explore different choices and outcomes anytime without losing their previous progress, making the game more flexible and encouraging replayability.