

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:

File name:	Interactive_Story_App
Save as type:	JAVA File

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

```
INTERACTIVE STORY GAME
1. STORY ONE
2. Instructions
3. Exit
Choose an option: 2

===== INSTRUCTIONS =====
+ This is a branching text adventure.
+ Read the story and choose an option when prompted.
+ Your choices affect the direction and ending of the game.
+ Type the number of the option and press ENTER.
+ At any choice prompt, type 0 to return to the main menu.

Enjoy the story!
```

- STORY ONE -

```
INTERACTIVE STORY GAME
1. STORY ONE
2. Instructions
3. Exit
Choose an option: 1

Loading story...

[=====] NAME

Enter your name, traveler:
> JUMANI

Welcome to the Maeling Adventure novel!
Your journey begins now, through the mysterious and enchanted forest of Maeling...

----- The Forest Begins -----

Maeling's forest is shrouded in darkness. Mist curls around your feet and drifts over the twisted roots. Each step echoes through the quiet woods. People speak of the guardian spirit protecting the woodland, and your heart pounds you forward. You cannot turn back; your sister is missing, and every heartbeat calls for her.

A strong wind blows through the tall trees, making the branches sway and the leaves rustle softly.
Shadows move quickly between the old trees, almost like they are alive, making you feel watched.
You whisper Juman's name in the dark, finding for a moment before disappearing, as if inviting you to follow them.
The walls of Sanguine's flowers are wet with the damp earth and misty, sweet but a little sad.
For now, you have a safe, safe path through the trees, making your heart steady for your sister.

As you move carefully, a silver rain runs down your spine. The trees seem to lean closer, watching you. You pause and listen. Far off in the forest, you hear a faint whisper of your sister's name.

What should you do?
1. Call out your sister's name.
2. Stay silent and follow the light ahead.
Make choice (0-2): 2
```

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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

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.