**import** java.awt.Color;

**import** java.awt.Container;

**import** java.awt.Font;

**import** java.awt.GridLayout;

**import** java.awt.event.ActionEvent;

**import** java.awt.event.ActionListener;

**import** javax.swing.ImageIcon;

**import** javax.swing.JButton;

**import** javax.swing.JFrame;

**import** javax.swing.JLabel;

**import** javax.swing.JPanel;

**import** javax.swing.JTextArea;

**public** **class** Game {

JFrame window;

Container con;

JPanel titleNamePanel, startButtonPanel, mainTextPanel, choiceButtonPanel, playerPanel;

JLabel titleNameLabel, hpLabel, hpLabelNumber, weaponLabel, weaponLabelName;

Font titleFont = **new** Font("Times New Roman", Font.***PLAIN***, 90);

Font normalFont = **new** Font("Times New Roman", Font.***PLAIN***, 28);

JButton startButton, choice1, choice2, choice3, choice4;

JTextArea mainTextArea;

**int** playerHP, monsterHP, silverRing;

String weapon, position;

TitleScreenHandler tsHandler = **new** TitleScreenHandler();

ChoiceHandler choiceHandler = **new** ChoiceHandler();

ImageIcon logo = **new** ImageIcon(".//res//jackfrost.jpg");

**public** **static** **void** main(String[] args) {

**new** Game();

}

**public** Game(){

window = **new** JFrame();

window.setSize(800, 600);

window.setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);

window.getContentPane().setBackground(Color.***black***);

window.setLayout(**null**);

window.setIconImage(logo.getImage());

con = window.getContentPane();

titleNamePanel = **new** JPanel();

titleNamePanel.setBounds(100, 100, 600, 150);

titleNamePanel.setBackground(Color.***black***);

titleNameLabel = **new** JLabel("ADVENTURE");

titleNameLabel.setForeground(Color.***white***);

titleNameLabel.setFont(titleFont);

startButtonPanel = **new** JPanel();

startButtonPanel.setBounds(300, 400, 200, 100);

startButtonPanel.setBackground(Color.***black***);

startButton = **new** JButton("START");

startButton.setBackground(Color.***black***);

startButton.setForeground(Color.***white***);

startButton.setFont(normalFont);

startButton.addActionListener(tsHandler);

startButton.setFocusPainted(**false**);

titleNamePanel.add(titleNameLabel);

startButtonPanel.add(startButton);

con.add(titleNamePanel);

con.add(startButtonPanel);

window.setVisible(**true**);

}

**public** **void** createGameScreen(){

titleNamePanel.setVisible(**false**);

startButtonPanel.setVisible(**false**);

mainTextPanel = **new** JPanel();

mainTextPanel.setBounds(100, 100, 600, 250);

mainTextPanel.setBackground(Color.***black***);

con.add(mainTextPanel);

mainTextArea = **new** JTextArea("This is the main text are. This game is going to be great. I'm sure of it!!!!!!!");

mainTextArea.setBounds(100, 100, 600, 250);

mainTextArea.setBackground(Color.***black***);

mainTextArea.setForeground(Color.***white***);

mainTextArea.setFont(normalFont);

mainTextArea.setLineWrap(**true**);

mainTextArea.setWrapStyleWord(**true**);

mainTextArea.setEditable(**false**);

mainTextPanel.add(mainTextArea);

choiceButtonPanel = **new** JPanel();

choiceButtonPanel.setBounds(250, 350, 300, 150);

choiceButtonPanel.setBackground(Color.***black***);

choiceButtonPanel.setLayout(**new** GridLayout(4,1));

con.add(choiceButtonPanel);

choice1 = **new** JButton("Choice 1");

choice1.setBackground(Color.***black***);

choice1.setForeground(Color.***white***);

choice1.setFont(normalFont);

choice1.setFocusPainted(**false**);

choice1.addActionListener(choiceHandler);

choice1.setActionCommand("c1");

choiceButtonPanel.add(choice1);

choice2 = **new** JButton("Choice 2");

choice2.setBackground(Color.***black***);

choice2.setForeground(Color.***white***);

choice2.setFont(normalFont);

choice2.setFocusPainted(**false**);

choice2.addActionListener(choiceHandler);

choice2.setActionCommand("c2");

choiceButtonPanel.add(choice2);

choice3 = **new** JButton("Choice 3");

choice3.setBackground(Color.***black***);

choice3.setForeground(Color.***white***);

choice3.setFont(normalFont);

choice3.setFocusPainted(**false**);

choice3.addActionListener(choiceHandler);

choice3.setActionCommand("c3");

choiceButtonPanel.add(choice3);

choice4 = **new** JButton("Choice 4");

choice4.setBackground(Color.***black***);

choice4.setForeground(Color.***white***);

choice4.setFont(normalFont);

choice4.setFocusPainted(**false**);

choice4.addActionListener(choiceHandler);

choice4.setActionCommand("c4");

choiceButtonPanel.add(choice4);

playerPanel = **new** JPanel();

playerPanel.setBounds(100, 15, 600, 50);

playerPanel.setBackground(Color.***black***);

playerPanel.setLayout(**new** GridLayout(1,4));

con.add(playerPanel);

hpLabel = **new** JLabel("HP:");

hpLabel.setFont(normalFont);

hpLabel.setForeground(Color.***white***);

playerPanel.add(hpLabel);

hpLabelNumber = **new** JLabel();

hpLabelNumber.setFont(normalFont);

hpLabelNumber.setForeground(Color.***white***);

playerPanel.add(hpLabelNumber);

weaponLabel = **new** JLabel("Weapon:");

weaponLabel.setFont(normalFont);

weaponLabel.setForeground(Color.***white***);

weaponLabel.setBackground(Color.***red***);

playerPanel.add(weaponLabel);

weaponLabelName = **new** JLabel();

weaponLabelName.setFont(normalFont);

weaponLabelName.setForeground(Color.***white***);

playerPanel.add(weaponLabelName);

playerSetup();

}

**public** **void** playerSetup(){

playerHP = 15;

monsterHP = 20;

weapon = "Knife";

weaponLabelName.setText(weapon);

hpLabelNumber.setText("" + playerHP);

townGate();

}

**public** **void** townGate(){

position = "townGate";

mainTextArea.setText("You are at the gate of the town. \nA guard is standing in front of you. \n\nWhat do you do?");

choice1.setText("Talk to the guard");

choice2.setText("Attack the guard");

choice3.setText("Leave");

choice4.setText("");

}

**public** **void** talkGuard(){

position = "talkGuard";

mainTextArea.setText("Guard: Hello stranger. I have never seen your face. \nI'm sorry but we cannot let a stranger enter our town.");

choice1.setText(">");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** attackGuard(){

position = "attackGuard";

mainTextArea.setText("Guard: Hey don't be stupid!\n\nThe guard fought back and hit you hard.\n(You receive 3 damage)");

//playerHP = playerHP -3;

playerHP -=3;

hpLabelNumber.setText(""+playerHP);

choice1.setText(">");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** crossRoad(){

position = "crossRoad";

mainTextArea.setText("You are at a crossroad.\nIf you go south, you will go back to the town.");

choice1.setText("Go north");

choice2.setText("Go east");

choice3.setText("Go south");

choice4.setText("Go west");

}

**public** **void** north(){

position = "north";

mainTextArea.setText("There is a river. \nYou drink the water and rest at the riverside. \n\n(Your HP is recovered by 2)");

playerHP = playerHP + 2;

hpLabelNumber.setText(""+playerHP);

choice1.setText("Go south");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** east(){

position = "east";

mainTextArea.setText("You walked into a forest and found a Long Sword!\n\n(You obtained a Long Sword)");

weapon = "Long Sword";

weaponLabelName.setText(weapon);

choice1.setText("Go west");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** west(){

position = "west";

mainTextArea.setText("You encounter a goblin!");

choice1.setText("Fight");

choice2.setText("Run");

choice3.setText("");

choice4.setText("");

}

**public** **void** fight(){

position = "fight";

mainTextArea.setText("Monter HP: " + monsterHP + "\n\nWhat do you do?");

choice1.setText("Attack");

choice2.setText("Run");

choice3.setText("");

choice4.setText("");

}

**public** **void** playerAttack(){

position = "playerAttack";

**int** playerDamage = 0;

**if**(weapon.equals("Knife")){

playerDamage = **new** java.util.Random().nextInt(3);

}

**else** **if**(weapon.equals("Long Sword")){

playerDamage = **new** java.util.Random().nextInt(12);

}

mainTextArea.setText("You attacked the monster and gave " + playerDamage + " damage!");

monsterHP = monsterHP - playerDamage;

choice1.setText(">");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** monsterAttack(){

position = "monsterAttack";

**int** monsterDamage = 0;

monsterDamage = **new** java.util.Random().nextInt(6);

mainTextArea.setText("The monster attacked you and gave " + monsterDamage + " damage!");

playerHP = playerHP - monsterDamage;

hpLabelNumber.setText(""+playerHP);

choice1.setText(">");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** win(){

position = "win";

mainTextArea.setText("You defeated the monster!\nThe monster dropped a ring!\n\n(You obtained a Silver Ring)");

silverRing = 1;

choice1.setText("Go east");

choice2.setText("");

choice3.setText("");

choice4.setText("");

}

**public** **void** lose(){

position = "lose";

mainTextArea.setText("You are dead!\n\nGAME OVER");

choice1.setText("");

choice2.setText("");

choice3.setText("");

choice4.setText("");

choice1.setVisible(**false**);

choice2.setVisible(**false**);

choice3.setVisible(**false**);

choice4.setVisible(**false**);

}

**public** **void** ending(){

position = "ending";

mainTextArea.setText("Guard: Oh you killed that goblin!?\nThank you so much. You are true hero!\nWelcome to our town!\n\nTHE END");

choice1.setText("");

choice2.setText("");

choice3.setText("");

choice4.setText("");

choice1.setVisible(**false**);

choice2.setVisible(**false**);

choice3.setVisible(**false**);

choice4.setVisible(**false**);

}

**public** **class** TitleScreenHandler **implements** ActionListener{

**public** **void** actionPerformed(ActionEvent event){

createGameScreen();

}

}

**public** **class** ChoiceHandler **implements** ActionListener{

**public** **void** actionPerformed(ActionEvent event){

String yourChoice = event.getActionCommand();

**switch**(position){

**case** "townGate":

**switch**(yourChoice){

**case** "c1":

**if**(silverRing==1){

ending();

}

**else**{

talkGuard();

}

**break**;

**case** "c2": attackGuard();**break**;

**case** "c3": crossRoad();**break**;

}

**break**;

**case** "talkGuard":

**switch**(yourChoice){

**case** "c1": townGate(); **break**;

}

**break**;

**case** "attackGuard":

**switch**(yourChoice){

**case** "c1": townGate(); **break**;

}

**break**;

**case** "crossRoad":

**switch**(yourChoice){

**case** "c1": north(); **break**;

**case** "c2": east();**break**;

**case** "c3": townGate(); **break**;

**case** "c4": west();**break**;

}

**break**;

**case** "north":

**switch**(yourChoice){

**case** "c1": crossRoad(); **break**;

}

**break**;

**case** "east":

**switch**(yourChoice){

**case** "c1": crossRoad(); **break**;

}

**break**;

**case** "west":

**switch**(yourChoice){

**case** "c1": fight(); **break**;

**case** "c2": crossRoad(); **break**;

}

**break**;

**case** "fight":

**switch**(yourChoice){

**case** "c1": playerAttack();**break**;

**case** "c2": crossRoad(); **break**;

}

**break**;

**case** "playerAttack":

**switch**(yourChoice){

**case** "c1":

**if**(monsterHP <1 ){

win();

}

**else**{

monsterAttack();

}

**break**;

}

**break**;

**case** "monsterAttack":

**switch**(yourChoice){

**case** "c1":

**if**(playerHP <1 ){

lose();

}

**else**{

fight();

}

**break**;

}

**break**;

**case** "win":

**switch**(yourChoice){

**case** "c1": crossRoad();

}

**break**;

}

}

}}









