Description:

This project is a short choose your own adventure inspired by classic text-based games. Growing up, I played old Nancy Drew point-and-click mystery games often, so I wanted to do something similar to that. This program works by using an ArrayList that is changed and overwritten based on the user’s input; each time the user inputs a number in the terminal, the story is overwritten and changes, creating a unique path each time the user “plays” the game. Additionally, a try/catch loop is used as an “exit” to the program: if the user reaches the end of a story path or wants to try again, all they have to do is press a certain input. All of the instructions on how to play the game are printed on the terminal, so all the user has to do is start the program and follow the directions to continue playing. Currently, the program has only a few paths and stories, but because it is structured using loops and arrays, more stories, branches, and choices can be added at almost any time.

Instructions:

The StoryPath file contains some behind-the-scenes methods that are not necessary for the user to edit, run, or input at all. The user does not have to touch this file at all to play the game.

The Project5Final contains the main “game” code. Run it to play the game!

In order to continue each story path after the initial story is printed to the terminal, enter the number corresponding to the choice that you would like to make (ie. enter “1” to go into the Study).

Continue following the story prompts until you reach the end of a story path. In order to exit the terminal and restart, enter “6” (this will catch the program and give you a “Try again!” output).

Sample input/output









