

A decorative graphic on the left side of the slide featuring a blue parallelogram and a light green parallelogram, both tilted at an angle, set against a dark blue background with subtle diagonal stripes.

Hishaam's choose your own adventure game

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Introduction to the game

The game is based around the user's choices and therefore makes the user the main character. The game starts with the user waking up in an old tomb, their objective is to escape and find treasure while facing enemies using weaponry they find throughout the game world. The game is strictly console output, relying on the user to type in their choices.

This allows the user to play through the game multiple times with the intent of getting different endings such as winning or losing.

Design considerations

During the development of my game, there were several design considerations to be made. Since I have chosen to use multiple choices, I will be taking advantage of if and else if statements, this will allow the user to input their choice and be met with their desired output. This can be seen below in the instance of the user being asked if they would like to attack or flee:

```
choiceMade = sc.nextLine();
if(choiceMade.equals(anObject: "run")){
    System.out.println(x: " -----");
    System.out.println(x: " You run past the mummy and see a doorway, as you enter the doorway a heavy boulder rolls behind you, blocking the mummy from following you . ");
    System.out.println(x: " You look around you and see that there is a chest full of treasure, diamonds, precious metals etc infront of you and a crack in the wall which leads to the ");
    System.out.println(x: " -----");
    System.out.println(x: " Congratulations! you win the game! ");
} else
{
    choiceMade.equals(anObject: "attack");
    System.out.println(x: " -----");
    System.out.println(x: " You attack the mummy with the dagger, you deal 15 damage... ");
    System.out.println(x: " The mummy has 75 HP left and starts dragging itself towards you ");
    System.out.println(x: " The mummy brings its heavy, bandaged covered arm above its head and hits you. ");
    System.out.println(x: " You fall down to your knees in sheer agony. ");
    System.out.println(x: " The mummy hits you again and your vision fades to black...");
    System.out.println(x: " -----");
    System.out.println(x: " Better luck next time! ");
    System.out.println(x: " -----");
}
} else {
```



Development of the game

The development of my game was no uneventful; I found myself facing errors and issues of all kinds. For example, when a user made a choice, it would present the wrong output. This was caused by not including `choiceMade = sc.nextLine()`, the code which is used to check user input.

```
You pick up the sword and marvel at black metal of the blade.  
The sword is rather heavy, leading to you holding it using both hands.  
You hear a shuffling sound behind you...  
You turn around and see a mummy covered in blood soaked, moldy bandages.  
You have two choices, you can either attack the mummy or run. Which will you do? attack or run?  
-----  
Your choice is:  
-----  
-----  
You swing the heavy greatsword as hard as you can at the mummy...  
The mummy's head falls off its shoulders and hits the ground with a gut wrenching splat.  
You walk past the mummy's body and enter the doorway behind it.  
You can't believe your eyes...  
There is a big chest of treasures, treasures ranging from assorted jewelry to beautiful precious metals such as gold, silver and platinum.  
there is a crack in the wall which leads to the outside world.  
-----  
Contratulations! You win the game!  
-----
```

PS C:\Users\Hishaam Mehmood>



Evaluation

I found the development of the game a rather interesting process. I was able to learn lessons such as learning to troubleshoot my code as I developed the code. I also learnt how to use if and else statements for multiple choices. This is also something I would definitely like to improve upon, Instead of else/if statements I could have resorted to using a switch statement with multiple classes/methods. I currently have multiple else/if statements.