```java
import java.util.Scanner;

public class My_Project {

private static String command, commandAttack, commandShop;
private static int monsterBat = 80;
private static int monsterRat = 100;
private static int monsterWeasel = 110;
private static int monsterBear = 120;
private static int monsterTiger = 200;
private static int hp = 100;
private static int level = 0;
private static int mana = 10;
private static int expTotal = 0;
private static int goldTotal = 0;
private static int commandItem, commandBuy, arrow, shuriken, bomb, hpPotion, mpPotion,
potion, items;
public Skills skillObject = new Skills();

public static void title(){
    System.out.println("Welcome To My First Game!");
}
    //BEGINNING OF MONSTERS
    //First Monster - Easy
public static void huntBat(){
    Scanner console = new Scanner(System.in);
    System.out.println("A Monster Appeared! Its a Wild Bat! ");
    do
    {
    System.out.print("What Skill do you want to use?"
        + "\nBasic,Heal,Item,Run: ");
    commandAttack = console.next();
    System.out.println("");
    if(commandAttack.equalsIgnoreCase("Run")){
        game();
        }
    if(commandAttack.equalsIgnoreCase("Basic")){
        int attack = (int)(15 + Math.random()*40-15+1);
        System.out.println("-You have done: "
            + attack + " damage");
        monsterBat = monsterBat - attack;
        System.out.println("-The Wild Bat has: "
            + monsterBat + " HP left!\n");
```

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        }
if(commandAttack.equalsIgnoreCase("Heal") && mana >= 2){
    int healing = (int)(10 + Math.random()*35-10+1);
    hp = Math.min(hp + healing, 100);
    mana = Math.max(mana - 2, 0);
    System.out.println("-You have healed: " + healing
        + "\n-You have now: " + hp + " hp!\n"
            + "Mana: " + mana + "/10\n");
        }
if(commandAttack.equalsIgnoreCase("Item") && items >= 1){
    System.out.println("Choose what to use::\n");
    System.out.println("1. Arrow: " + arrow + "\n"
            + "2. Shurkiken: " + shuriken + "\n"
            + "3. Bombs: " + bomb + "\n"
            + "4. Small HP-Potion: " + hpPotion + "\n"
            + "5. Mana-Potion: " + mpPotion + "\n"
            + "6. Large HP-Potion: " + potion + "\n");
    commandItem = console.nextInt();
    if(commandItem == 1 && arrow >= 1){
        System.out.println("You fire an arrow at the monster!");
        int attack = 20;
        System.out.println("-You have done: "
            + attack + " damage");
        monsterBat = monsterBat - attack;
        System.out.println("-The Wild Bat has: "
            + monsterBat + " HP left!\n");
        arrow--;
    }
    if(commandItem == 2 && shuriken >= 1){
        System.out.println("You throw a shuriken at the monster!");
        int attack = 40;
        System.out.println("-You have done: "
            + attack + " damage");
        monsterBat = monsterBat - attack;
        System.out.println("-The Wild Bat has: "
            + monsterBat + " HP left!\n");
        shuriken--;
    }
    if(commandItem == 3 && bomb >= 1){
        System.out.println("-You throw a bomb at the monster!");
        int attack = 60;
        System.out.println("-You have done: "
            + attack + " damage");
```

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            monsterBat = monsterBat - attack;
            System.out.println("-The Wild Bat has: "
                    + monsterBat + " HP left!\n");
            bomb--;
        }
        if(commandItem == 4 && hpPotion >= 1){
            int healing = 20;
            hp = hp + healing;
            System.out.println("-You have healed: " + healing
                    + "\n-You have now: " + hp + " hp!\n");
            hpPotion--;
        }
        if(commandItem == 5 && mpPotion >= 1){
            mana = 10;
            System.out.println("-You now have 10/10 mana!");
            mpPotion--;
        }
        if(commandItem == 6 && potion >= 1){
            int healing = 40;
            hp = hp + healing;
            System.out.println("-You have healed: " + healing
                    + "\n-You have now: " + hp + " hp!\n");
            potion--;
        }
    }
    if(monsterBat > 0){
        int dmg = (int)(10 + Math.random()*15-10+1);
        hp = hp - dmg;
        System.out.println("-The Wild Bat has done: " + dmg
                + " HP of damage to you!\n" + "-You have: "
                + hp + "hp left!\n");
    }
    if(hp <= 0){ //Die = GameOver
        System.out.println("-You have died! Game Over!");
        System.exit(0);
    }
    mana = Math.min(mana + 1, 10);
    }
while(monsterBat >= 1);
//after battle if wins
int expBat = (int)(5 + Math.random()*50-5+1);
int goldBat = (int)(5 + Math.random()*10-5+1);
goldTotal = goldTotal + goldBat;
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        expTotal = expTotal + expBat;
        System.out.println("You have gotten: " + expBat
            + " EXP!\nYou picked up: "
            + goldBat + " gold!\n");
        monsterBat = 80;
        }
    public static void huntRat(){
        Scanner console = new Scanner(System.in);
        System.out.println("A Monster Appeared! Its a Wild Rat! ");
        do
        {
        System.out.print("What Skill do you want to use?"
            + "\nBasic,Heal,Item,Run: ");
        commandAttack = console.next();
        System.out.println("");
        if(commandAttack.equalsIgnoreCase("Run")){
            game();
            }
        if(commandAttack.equalsIgnoreCase("Basic")){
            int attack = (int)(15 + Math.random()*40-15+1);
            System.out.println("-You have done: "
                + attack + " damage");
            monsterRat = monsterRat - attack;
            System.out.println("-The Wild Rat has: "
                + monsterRat + " HP left!\n");
            }
        if(commandAttack.equalsIgnoreCase("Heal") && mana >= 2){
            int healing = (int)(10 + Math.random()*35-10+1);
            hp = Math.min(hp + healing, 100);
            mana = Math.max(mana - 2, 0);
            System.out.println("-You have healed: " + healing
                + "\n-You have now: " + hp + " hp!\n"
                    + "Mana: " + mana + "/10\n");
            }
        if(commandAttack.equalsIgnoreCase("Item") && items >= 1){
            System.out.println("Choose what to use::\n");
            System.out.println("1. Arrow: " + arrow + "\n"
                    + "2. Shurkiken: " + shuriken + "\n"
                    + "3. Bombs: " + bomb + "\n"
                    + "4. Small HP-Potion: " + hpPotion + "\n"
                    + "5. Mana-Potion: " + mpPotion + "\n"
                    + "6. Large HP-Potion: " + potion + "\n");
            commandItem = console.nextInt();
```

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if(commandItem == 1 && arrow >= 1){
    System.out.println("You fire an arrow at the monster!");
    int attack = 20;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterRat = monsterRat - attack;
    System.out.println("-The Wild Rat has: "
        + monsterRat + " HP left!\n");
    arrow--;
}
if(commandItem == 2 && shuriken >= 1){
    System.out.println("You throw a shuriken at the monster!");
    int attack = 40;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterRat = monsterRat - attack;
    System.out.println("-The Wild Rat has: "
        + monsterRat + " HP left!\n");
    shuriken--;
}
if(commandItem == 3 && bomb >= 1){
    System.out.println("-You throw a bomb at the monster!");
    int attack = 60;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterRat = monsterRat - attack;
    System.out.println("-The Wild Rat has: "
        + monsterRat + " HP left!\n");
    bomb--;
}
if(commandItem == 4 && hpPotion >= 1){
    int healing = 20;
    hp = hp + healing;
    System.out.println("-You have healed: " + healing
        + "\n-You have now: " + hp + " hp!\n");
    hpPotion--;
}
if(commandItem == 5 && mpPotion >= 1){
    mana = 10;
    System.out.println("-You now have 10/10 mana!");
    mpPotion--;
}
if(commandItem == 6 && potion >= 1){
```

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        int healing = 40;
        hp = hp + healing;
        System.out.println("-You have healed: " + healing
            + "\n-You have now: " + hp + " hp!\n");
        potion--;
    }
}
if(monsterRat > 0){
    int dmg = (int)(10 + Math.random()*25-10+1);
    hp = hp - dmg;
    System.out.println("-The Wild Rat has done: " + dmg
        + " HP of damage to you!\n" + "-You have: "
        + hp + "hp left!\n");
    }
if(hp <= 0){ //Die = GameOver
    System.out.println("-You have died! Game Over!");
    System.exit(0);
}
mana = Math.min(mana + 1, 10);
    }
while(monsterRat >= 1);
//after battle if wins
int expRat = (int)(5 + Math.random()*50-5+1);
int goldRat = (int)(5 + Math.random()*10-5+1);
goldTotal = goldTotal + goldRat;
expTotal = expTotal + expRat;
System.out.println("You have gotten: " + expRat
    + " EXP!\nYou picked up: "
    + goldRat + " gold!\n");
monsterRat = 100;
    }
//Second Monster - Intermediate
public static void huntWeasel(){
    Scanner console = new Scanner(System.in);
    System.out.println("A Monster Appeared! Its a Wild Weasel! ");
    do
    {
    System.out.print("What Skill do you want to use?"
        + "\nBasic,Heal,Item,Run: ");
    commandAttack = console.next();
    System.out.println("");
    if(commandAttack.equalsIgnoreCase("Run")){
        game();
```

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            }
        if(commandAttack.equalsIgnoreCase("Basic")){
            int attack = (int)(15 + Math.random()*40-15+1);
            System.out.println("-You have done: "
                + attack + " damage");
            monsterWeasel = monsterWeasel - attack;
            System.out.println("-The Wild Weasel has: "
                + monsterWeasel + " HP left!\n");
            }
        if(commandAttack.equalsIgnoreCase("Heal") && mana >= 2){
            int healing = (int)(10 + Math.random()*35-10+1);
            hp = Math.min(hp + healing, 100);
            mana = Math.max(mana - 2, 0);
            System.out.println("-You have healed: " + healing
                + "\n-You have now: " + hp + " hp!\n"
                    + "Mana: " + mana + "/10\n");
            }
        if(commandAttack.equalsIgnoreCase("Item") && items >= 1){
            System.out.println("Choose what to use::\n");
            System.out.println("1. Arrow: " + arrow + "\n"
                    + "2. Shurkiken: " + shuriken + "\n"
                    + "3. Bombs: " + bomb + "\n"
                    + "4. Small HP-Potion: " + hpPotion + "\n"
                    + "5. Mana-Potion: " + mpPotion + "\n"
                    + "6. Large HP-Potion: " + potion + "\n");
            commandItem = console.nextInt();
            if(commandItem == 1 && arrow >= 1){
                System.out.println("You fire an arrow at the monster!");
                int attack = 20;
                System.out.println("-You have done: "
                        + attack + " damage");
                monsterWeasel = monsterWeasel - attack;
                System.out.println("-The Wild Rat has: "
                        + monsterWeasel + " HP left!\n");
                arrow--;
            }
            if(commandItem == 2 && shuriken >= 1){
                System.out.println("You throw a shuriken at the monster!");
                int attack = 40;
                System.out.println("-You have done: "
                        + attack + " damage");
                monsterWeasel = monsterWeasel - attack;
                System.out.println("-The Wild Rat has: "
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                + monsterWeasel + " HP left!\n");
            shuriken--;
        }
        if(commandItem == 3 && bomb >= 1){
            System.out.println("You throw a bomb at the monster!");
            int attack = 60;
            System.out.println("-You have done: "
                    + attack + " damage");
            monsterWeasel = monsterWeasel - attack;
            System.out.println("-The Wild Rat has: "
                    + monsterWeasel + " HP left!\n");
            bomb--;
        }
        if(commandItem == 4 && hpPotion >= 1){
            int healing = 20;
            hp = hp + healing;
            System.out.println("-You have healed: " + healing
                    + "\n-You have now: " + hp + " hp!\n");
            hpPotion--;
        }
        if(commandItem == 5 && mpPotion >= 1){
            mana = 10;
            System.out.println("-You now have 10/10 mana!");
            mpPotion--;
        }
        if(commandItem == 6 && potion >= 1){
            int healing = 40;
            hp = hp + healing;
            System.out.println("-You have healed: " + healing
                    + "\n-You have now: " + hp + " hp!\n");
            potion--;
        }
    }
    if(monsterWeasel > 0){
        int dmg = (int)(10 + Math.random()*30-10+1);
        hp = hp - dmg;
        System.out.println("-The Wild Weasel has done: " + dmg
                + " HP of damage to you!\n" + "-You have: " + hp + "hp left!\n");
        }
    if(hp <= 0){ //Die = GameOver
        System.out.println("-You have died! Game Over!");
        System.exit(0);
    }
```

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      mana = Math.min(mana + 1, 10);
         }
      while(monsterWeasel >= 1);
      //after battle if wins
      int expWeasel = (int)(20 + Math.random()*75-20+1);
      int goldWeasel = (int)(10 + Math.random()*30-10+1);
      goldTotal = goldTotal + goldWeasel;
      expTotal = expTotal + expWeasel;
      System.out.println("You have gotten: " + expWeasel
         + " EXP!\nYou picked up: "
         + goldWeasel + " gold!\n");
      monsterWeasel = 110;
      }
   //Third Monster - Hardest
   public static void huntBear(){
      Scanner console = new Scanner(System.in);
      System.out.println("A Monster Appeared! Its a Wild Bear! ");
      do
      {
      System.out.print("What Skill do you want to use?"
         + "\nBasic,Heal,Item,Run: ");
      commandAttack = console.next();
      System.out.println("");
      if(commandAttack.equalsIgnoreCase("Run")){
         game();
         }
      if(commandAttack.equalsIgnoreCase("Basic")){
         int attack = (int)(15 + Math.random()*40-15+1);
         System.out.println("-You have done: "
            + attack + " damage");
         monsterBear = monsterBear - attack;
         System.out.println("-The Wild Bear has: "
            + monsterBear + " HP left!\n");
         }
      if(commandAttack.equalsIgnoreCase("Heal") && mana >= 2){
         int healing = (int)(10 + Math.random()*35-10+1);
         hp = Math.min(hp + healing, 100);
         mana = Math.max(mana - 2, 0);
         System.out.println("-You have healed: " + healing
            + "\n-You have now: " + hp + " hp!\n"
               + "Mana: " + mana + "/10\n");
         }
      if(commandAttack.equalsIgnoreCase("Item") && items >= 1){
```

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System.out.println("Choose what to use::\n");
System.out.println("1. Arrow: " + arrow + "\n"
    + "2. Shurkiken: " + shuriken + "\n"
    + "3. Bombs: " + bomb + "\n"
    + "4. Small HP-Potion: " + hpPotion + "\n"
    + "5. Mana-Potion: " + mpPotion + "\n"
    + "6. Large HP-Potion: " + potion + "\n");
commandItem = console.nextInt();
if(commandItem == 1 && arrow >= 1){
    System.out.println("You fire an arrow at the monster!");
    int attack = 20;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterBear = monsterBear - attack;
    System.out.println("-The Wild Rat has: "
        + monsterBear + " HP left!\n");
    arrow--;
}
if(commandItem == 2 && shuriken >= 1){
    System.out.println("You throw a shuriken at the monster!");
    int attack = 40;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterBear = monsterBear - attack;
    System.out.println("-The Wild Rat has: "
        + monsterBear + " HP left!\n");
    shuriken--;
}
if(commandItem == 3 && bomb >= 1){
    System.out.println("You throw a bomb at the monster!");
    int attack = 60;
    System.out.println("-You have done: "
        + attack + " damage");
    monsterBear = monsterBear - attack;
    System.out.println("-The Wild Rat has: "
        + monsterBear + " HP left!\n");
    bomb--;
}
if(commandItem == 4 && hpPotion >= 1){
    int healing = 20;
    hp = hp + healing;
    System.out.println("-You have healed: " + healing
        + "\n-You have now: " + hp + " hp!\n");
```

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                hpPotion--;
            }
            if(commandItem == 5 && mpPotion >= 1){
                mana = 10;
                System.out.println("-You now have 10/10 mana!");
                mpPotion--;
            }
            if(commandItem == 6 && potion >= 1){
                int healing = 40;
                hp = hp + healing;
                System.out.println("-You have healed: " + healing
                    + "\n-You have now: " + hp + " hp!\n");
                potion--;
            }
        }
        if(monsterBear > 0){
            int dmg = (int)(14 + Math.random()*35-14+1);
            hp = hp - dmg;
            System.out.println("-The Wild Bear has done: " + dmg
                + " HP of damage to you!\n"
                + "-You have: " + hp + "hp left!\n");
        }
        if(hp <= 0){ //Die = GameOver
            System.out.println("-You have died! Game Over!");
            System.exit(0);
        }
        mana = Math.min(mana + 1, 10);
        }
    while(monsterBear >= 1);
    //after battle if wins
    int expBear = (int)(40 + Math.random()*120-40+1);
    int goldBear = (int)(30 + Math.random()*50-30+1);
    goldTotal = goldTotal + goldBear;
    expTotal = expTotal + expBear;
    System.out.println("You have gotten: " + expBear
        + " EXP!\nYou picked up: "
        + goldBear + " gold!\n");
    monsterBear = 120;
    }
public static void huntTiger(){
    Scanner console = new Scanner(System.in);
    System.out.println("A Monster Appeared! Its a Wild Tiger! ");
    do
```

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{
System.out.print("What Skill do you want to use?"
   + "\nBasic,Heal,Item,Run: ");
commandAttack = console.next();
System.out.println("");
if(commandAttack.equalsIgnoreCase("Run")){
   game();
   }
if(commandAttack.equalsIgnoreCase("Basic")){
   int attack = (int)(15 + Math.random()*40-15+1);
   System.out.println("-You have done: "
      + attack + " damage");
   monsterTiger = monsterTiger - attack;
   System.out.println("-The Wild Tiger has: "
      + monsterTiger + " HP left!\n");
   }
if(commandAttack.equalsIgnoreCase("Heal") && mana >= 2){
   int healing = (int)(10 + Math.random()*35-10+1);
   hp = Math.min(hp + healing, 100);
   mana = Math.max(mana - 2, 0);
   System.out.println("-You have healed: " + healing
      + "\n-You have now: " + hp + " hp!\n"
         + "Mana: " + mana + "/10\n");
   }
if(commandAttack.equalsIgnoreCase("Item") && items >= 1){
   System.out.println("Choose what to use::\n");
   System.out.println("1. Arrow: " + arrow + "\n"
         + "2. Shurkiken: " + shuriken + "\n"
         + "3. Bombs: " + bomb + "\n"
         + "4. Small HP-Potion: " + hpPotion + "\n"
         + "5. Mana-Potion: " + mpPotion + "\n"
         + "6. Large HP-Potion: " + potion + "\n");
   commandItem = console.nextInt();
   if(commandItem == 1 && arrow >= 1){
      System.out.println("You fire an arrow at the monster!");
      int attack = 20;
      System.out.println("-You have done: "
            + attack + " damage");
      monsterTiger = monsterTiger - attack;
      System.out.println("-The Wild Rat has: "
            + monsterTiger + " HP left!\n");
      arrow--;
   }
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            if(commandItem == 2 && shuriken >= 1){
                System.out.println("You throw a shuriken at the monster!");
                int attack = 40;
                System.out.println("-You have done: "
                        + attack + " damage");
                monsterTiger = monsterTiger - attack;
                System.out.println("-The Wild Rat has: "
                        + monsterTiger + " HP left!\n");
                shuriken--;
            }
            if(commandItem == 3 && bomb >= 1){
                System.out.println("You throw a bomb at the monster!");
                int attack = 60;
                System.out.println("-You have done: "
                        + attack + " damage");
                monsterTiger = monsterTiger - attack;
                System.out.println("-The Wild Rat has: "
                        + monsterTiger + " HP left!\n");
                bomb--;
            }
            if(commandItem == 4 && hpPotion >= 1){
                int healing = 20;
                hp = hp + healing;
                System.out.println("-You have healed: " + healing
                        + "\n-You have now: " + hp + " hp!\n");
                hpPotion--;
            }
            if(commandItem == 5 && mpPotion >= 1){
                mana = 10;
                System.out.println("-You now have 10/10 mana!");
                mpPotion--;
            }
            if(commandItem == 6 && potion >= 1){
                int healing = 40;
                hp = hp + healing;
                System.out.println("-You have healed: " + healing
                        + "\n-You have now: " + hp + " hp!\n");
                potion--;
            }
        }
        if(monsterTiger > 0){
            int dmg = (int)(14 + Math.random()*45-14+1);
            hp = hp - dmg;
```

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            System.out.println("-The Wild Tiger has done: " + dmg
                    + " HP of damage to you!\n"
                    + "-You have: " + hp + "hp left!\n");
        }
        if(hp <= 0){ //Die = GameOver
            System.out.println("-You have died! Game Over!");
            System.exit(0);
        }
        mana = Math.min(mana + 1, 10);
            }
        while(monsterTiger >= 1);
        //after battle if wins
        int expTiger = (int)(40 + Math.random()*120-40+1);
        int goldTiger = (int)(30 + Math.random()*50-30+1);
        goldTotal = goldTotal + goldTiger;
        expTotal = expTotal + expTiger;
        System.out.println("You have gotten: " + expTiger
            + " EXP!\nYou picked up: "
            + goldTiger + " gold!\n");
        monsterTiger = 200;
        }
        //END OF MONSTERS

public static void shop(){
    do
    {
    Scanner console = new Scanner(System.in);
    System.out.print("---------------------------\nWhat do you want to"
            + " shop for? | Weapons | Items | Magic | Leave |\n"
            + "Choice: ");
    commandShop = console.next();
    System.out.println();
    if(commandShop.equalsIgnoreCase("Weapons")){
        System.out.print("What do you want to buy?\n1. Arrow - 10g"
                + " DMG: 20 (lvl: 0)\n2. Shuriken - 20g DMG: 40 (lvl: 1)"
                + "\n3. Bomb - 40g DMG: 60 (lvl: 2)\n"
                + "Choice: ");
        commandBuy = console.nextInt();
        System.out.println();
        if(commandBuy == 1 && goldTotal >= 10){
            arrow++;
            items++;
            goldTotal = goldTotal - 10;
```

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            System.out.println("You now have: " + arrow + " Arrow(s)!\n"
                    + "You now have: " + goldTotal + " gold!\n");
        }
        if(commandBuy == 2 && goldTotal >= 20 && level >= 1){
            shuriken++;
            items++;
            goldTotal = goldTotal - 20;
            System.out.println("You now have: " + shuriken
                    + " Shuriken(s)!\n"
                    + "You now have: " + goldTotal + " gold!\n");
        }
        if(commandBuy == 3 && goldTotal >= 40 && level >= 2){
            bomb++;
            items++;
            goldTotal = goldTotal - 40;
            System.out.println("You now have: " + bomb + " Bomb(s)!\n"
                    + "You now have: " + goldTotal + " gold!\n");
        }
        else{
            System.out.println("You do not have the required level or gold"
                    + "need to buy this weapon!");
        }
    }
}
if(commandShop.equalsIgnoreCase("Items")){
    System.out.print("What do you want to buy?\n"
            + "1. Small HP-Potion - 10g Heal: 20 (lvl: 0)\n"
            + "2. Mana-Potion - 20g Full-Mana (lvl: 1)\n"
            + "3. Large HP-Potion - 40g Heal: 40 (lvl: 2)\n"
            + "Choice: ");
    commandShop = console.next();
    System.out.println();
    if(commandBuy == 1 && goldTotal >= 10){
        hpPotion++;
        items++;
        goldTotal = goldTotal - 10;
        System.out.println("You now have: "
                + hpPotion + " Small HP-Potion(s)!\n"
                + "You now have: " + goldTotal + " gold!\n");
    }
    if(commandBuy == 2 && goldTotal >= 20 && level >= 1){
        mpPotion++;
        items++;
        goldTotal = goldTotal - 20;
```

```java
                System.out.println("You now have: "
                        + mpPotion + " Mana-Potion(s)!\n"
                        + "You now have: " + goldTotal + " gold!\n");
            }
            if(commandBuy == 3 && goldTotal >= 40 && level >= 2){
                potion++;
                items++;
                goldTotal = goldTotal - 40;
                System.out.println("You now have: "
                        + potion + " Large HP-Potions(s)!\n"
                        + "You now have: " + goldTotal + " gold!\n");
            }
            else{
                System.out.println("You do not have the required level or gold"
                        + "need to buy this item!");
            }
        }
        if(commandShop.equalsIgnoreCase("Magic")){
            System.out.println("Not implemented yet!\n");
        }
        }
        while(!commandShop.equalsIgnoreCase("Leave"));
}

public static void game(){   // last static void used - User input For Home
    Scanner console = new Scanner(System.in);
    do
    {
        System.out.print("----------------------\n"
                + "What do you want to do?\n"
                + "Hunt | Shop | Sleep | Skills |\nStats | LevelUp"
                + " | Inventory |\n"
                + "Choice: ");
        command=console.next();
        System.out.println();
        if(command.equalsIgnoreCase("Hunt")){
            int monsterChance = (int)(1 + Math.random()*100-1+1);
            if(monsterChance <= 20){
                huntBat();
            }
            if(monsterChance <= 55 && monsterChance > 40){
                huntRat();
            }
```

```java
        if(monsterChance <=90 && monsterChance > 60){
            huntWeasel();
        }
        if(monsterChance <=100 && monsterChance > 70){
            huntBear();
        }
        if(monsterChance <=100 && monsterChance > 95){
            huntTiger();
        }
    }
    if(command.equalsIgnoreCase("Sleep")){
        hp = 100;
        mana = 10;
        System.out.println("You HP is now at 100"
            + " and your Mana is at 10!");
    }
    if(command.equalsIgnoreCase("Stats")){
        System.out.println("You have: " + expTotal
            + " exp!\nYou have: " + goldTotal + " gold!\n"
            + "Your level is: " + level);
    }
    if(command.equalsIgnoreCase("LevelUp")){
        if(expTotal >= 100){
            level++;
            System.out.println("CONGRATS! You have leveled up!"
                + "\nYour level is: " + level);
            expTotal = expTotal - 100;
        }
        else{
            System.out.println("You don't have enough exp! Hunt more!");
}
    }
    if(command.equalsIgnoreCase("Shop")){
        System.out.println("Welcome to the shops!");
        shop();
    }
    if(command.equalsIgnoreCase("Inventory")){
        System.out.println("You have: " + arrow + " arrow(s)\n"
            + "You have: " + shuriken + " shuriken(s)\n"
            + "You have: " + bomb + " bomb(s)\n"
            + "You have: " + hpPotion + " Small Hp-Potion(s)\n"
            + "You have: " + mpPotion + " Mana-Potion(s)\n"
            + "You have: " + potion + " Large Hp-Potion(s)\n");
```

```java
            }
        if(command.equalsIgnoreCase("Skills")){
            Skills skillObject = new Skills();
            skillObject.skills();
        }
    }
    while(!command.equalsIgnoreCase("STOP"));        //how to stop game
    System.out.println("You have left the game without saving!");
}
public static void main(String[] args) {
    title();
    game();
}
}




public class Skills {

        public void skills() {
                // TODO Auto-generated method stub

        }

}
```