**Create an interactive story game where players make choices that influence the narrative. Utilize text parsing and conditional statements to build a branching storyline.**

#include <iostream>

#include <string>

using namespace std;

// Function prototypes

void start\_game();

void go\_left();

void go\_right();

void run\_away();

void scare\_animal();

void open\_box();

void leave\_box();

void play\_again();

void start\_game() {

cout << "Welcome to the Adventure Game!\n";

cout << "You find yourself in a dark forest. You can go left or right.\n";

cout << "Do you go left or right? ";

string choice;

getline(cin, choice);

if (choice == "left") {

go\_left();

} else if (choice == "right") {

go\_right();

} else {

cout << "Invalid choice, try again.\n";

start\_game();

}

}

void go\_left() {

cout << "You go left and encounter a wild animal.\n";

cout << "You can run or try to scare it away.\n";

cout << "Do you run or scare it away? ";

string choice;

getline(cin, choice);

if (choice == "run") {

run\_away();

} else if (choice == "scare") {

scare\_animal();

} else {

cout << "Invalid choice, try again.\n";

go\_left();

}

}

void go\_right() {

cout << "You go right and find a treasure box.\n";

cout << "You can open it or leave it.\n";

cout << "Do you open it or leave it? ";

string choice;

getline(cin, choice);

if (choice == "open") {

open\_box();

} else if (choice == "leave") {

leave\_box();

} else {

cout << "Invalid choice, try again.\n";

go\_right();

}

}

void run\_away() {

cout << "You run away safely, but get lost in the forest.\nGame Over.\n";

play\_again();

}

void scare\_animal() {

cout << "You scare the animal away and find a hidden path.\n";

cout << "You follow the path and discover a hidden village.\n";

cout << "Congratulations! You win!\n";

play\_again();

}

void open\_box() {

cout << "You open the box and find gold and jewels.\n";

cout << "You are rich now! Congratulations!\n";

cout << "You win!\n";

play\_again();

}

void leave\_box() {

cout << "You leave the box and continue your journey.\n";

cout << "Suddenly, you fall into a pit and can't get out.\n";

cout << "Game Over.\n";

play\_again();

}

void play\_again() {

cout << "Do you want to play again? (yes/no) ";

string choice;

getline(cin, choice);

if (choice == "yes") {

start\_game();

} else if (choice == "no") {

cout << "Thanks for playing!\n";

} else {

cout << "Invalid choice, try again.\n";

play\_again();

}

}

int main() {

start\_game ();

return 0;

}

**Output:**

