#include <iostream>

#include <string>

#include <chrono>

#include <thread>

#include <fstream>

using namespace std;

int main() {

//Welcome Screen//

cout << " ... ...::--:::... \n";

cout << " ...........:=+\*########%%##\*=:... . ...... ........................ \n";

cout << " .... ..:+###\*\*\*\*\*\*\*\*\*\*\*\*\*\*###\*-...... .... .......:-=\*\*\*#####\*+=::.......... \n";

cout << " .....-\*%#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*##\*:.... ..... ....:=\*%%##\*\*\*\*\*\*\*\*\*##%%#\*-....... \n";

cout << " ....=##\*\*\*\*#%##\*\*\*#%##%#\*\*\*\*\*\*\*##=:. .. .. ....... .......:=###\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*##\*-... .. \n";

cout << " .....+#\*\*\*\*\*#%@@@#\*\*#@@#%@##%\*#%#\*\*#\*:. ... .. ... . .....-#%\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*##\*-.... \n";

cout << " ......=#\*\*\*###%@@%%#\*\*\*%@@@@@%%%#%%\*\*\*%\*:.. ...... ...:-=++\*\*\*\*\*=-:... ......:-::... .....-##\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*#%\*:.. .....\n";

cout << " .....:\*#\*\*\*#%%#%%\*#%\*\*\*%%#@%%@%%%#%#\*\*#%=.. ...... ..:=\*%@@@@%\*==+%@@@%+:.......+@@@@%+:. ....-##\*\*\*\*\*\*\*\*#%\*\*\*\*\*\*#%#\*\*\*##\*\*##\*\*#%+.........\n";

cout << " ..=#\*\*\*\*#@\*-\*#=\*%%##%#+#\*=\*%%@@@#\*#%%\*:. .......-#@@@%%@#-....:\*@@@%@#:.....:\*@@@%#@#:. ...:\*%\*\*\*#%#\*\*#%%#\*\*\*\*\*#@%#\*\*#@#\*#%#\*\*#\*:. .....\n";

cout << " ...+##\*\*\*##=::-::==++=-:----::=\*@%\*#%%#:.. .:\*@@@@@@@\*.. .=%@@%+#@=. ..=%@@@#\*@%=. ...... ..... ....... ..... .. . ...=#\*\*\*#%@#\*\*###%\*\*\*\*\*#%%#\*\*#%%##%#\*\*\*#+....... \n";

cout << " ....+%%%\*\*#%#\*#%%\*:....-+\*#@@+:.=%%\*#%@#:.. :#@@@@@@@\*: .. :\*@@@@%@@+. .-#@@@@@@@%-. ...... .... ...... ..... .. .... ..:\*#\*\*\*#%%#\*\*#\*\*%\*\*\*\*\*###%\*\*##\*#%%#\*\*#%\*:.. \n";

cout << " .....+%%%\*\*##=::+\*=:.......:=+-..=%%\*#%%#-......+@@@@@@@%-. ...=%@@@@@@%=. .:#@@@@@@@@+..............:.........::........:-=-:.....:-=-:..... ..::---::.... .:\*#\*\*\*%#%#\*\*%++%#\*\*\*\*##+##\*#\*-+%@%\*#%%#-.. \n";

cout << " .....+#%%\*\*#%=:.................:=%%\*#%%#-......\*@@@@@@@#-. .:#@@@@@@@\*:..:\*@@@@@@@@#:.-#@@@#=.. .=%@@%\*-...:#@@@#=..:+%@@@@@+:.=%@@@@@\*:. ..:=#%%\*\*%%@@%\*-... . :##\*\*\*%%%@@@%\*=\*###%%%+-=#@@#-:+%%\*#%%#=. ... \n";

cout << " .....+##%#\*#%+:.................:+%%\*#%%#:......+@@@@@@@@=. ..+@@@@@@@%=. .+@@@@@@@@%=..=%@@%#%+...\*@@@###-..=@@@%\*#%\*\*#@@@@++%%##@@@@\*+%+. .:\*%@@%+#%=:\*@%#@\*:.... .-##\*\*#%\*\*%%+-=+-:..::::-+++##=:-#%#%%##=. ... \n";

cout << " .....+##%%%#%+:....-+==+=:......:+%#\*%@%#-..... :+@@@@@@@%=. .-%@@@@@@@\*:..+%@@@@@@@@\*..:\*@@@%#@\*:.-#@@@#%@=.:\*@@@@#%@+:=%@@@@%@#::#@@@@@@\*...=%@@@@@@@=.=@@@%@%=......=#\*\*\*#%\*\*\*+=+++=:.....:=====##+\*%%#%%##=. ... \n";

cout << " .....+#\*#%@@@\*-....:+%%#-:......:+%#%%%%#-..... ..:=+#####+:.:\*@@@@@@@%-..=@@@@@@@@@#-..=%@@@@@@+..\*@@@@@@%-.=%@@@@@@#::\*@@@@@@%=.=@@@@@@@+..+@@@@@@@@+.-%@@@@@\*:. ..+#\*###%\*+--+==+:......:==::=+#+\*%##%###=. ... \n";

cout << " .....+#\*\*\*\*%%##\*+-:::::......:-=\*%%%@@###:..... .:\*@@@@@@@\*..+%@@@@@@@@@=..:\*@@@@@@%-.=%@@@@@@\*.:\*@@@@@@%=.=%@@@@@@\*:-#@@@@@@%-.=%@@@@@@@#:-#@@@@%+... ..\*#\*#%#%+:...::::=+=--:..-==-:-=##\*#%###-. ... \n";

cout << " .....=#\*\*\*\*\*\*\*\*#%@%##\*-::=\*####\*\*%%@@%\*##:.. ..+@@@@@@@#+#@@@@@@@@@@\*:..=%@@@@@@\*.:#@@@@@@%-.=%@@@@@@\*::#@@@@@@%=:+@@@@@@@+.:#@@@@@@@@%\*%@@@%\*:. ...+#\*#%%%+:......:-==\*#-.......:=%#\*%%\*#\*:...... \n";

cout << " ....=#\*\*\*\*\*\*#%%%@@@#\*\*+\*%@@%#\*\*\*%@@%\*\*%\*:. ..=#@@@@@@%\*\*%@@@@@@@#-..:#@@@@@@%-.+@@@@@@@+.:#@@@@@@%=.+@@@@@@@\*:-%@@@@@@#-.-%@@@@@@@+--==-:... ..+#\*\*#%%%+-.....:+\*-=\*-.......-\*%\*#%#\*#+....... \n";

cout << " .....=#\*\*\*\*#%\*++\*#%@%#%@@%#+=+###@@%%%%@#-.. ....::::-::.:+@@@@@@@%=...=@@@@@@@+.-#@@@@@@#-.+@@@@@@@\*:-#@@@@@@%-.+@@@@@@@+..-%@@@@@@#:. .... ....=#%##%@@##+-:...:+##=:.....:-\*%#%%#\*##=.... \n";

cout << " .....=#\*\*#%#+=\*#\*+\*%@@%%#+-=-:-\*%%#++#%@%#\*:. ..-\*##%\*: .=%@@@@@@@+. ..+@@@@@@%-:\*@@@@@@@+.:\*@@@@@@%-.-%@@@@@@\*.:#@@@@@@#-. :\*@@@@@@#-. .:=:. .=\*\*#\*=-=+\*#%%%%#\*=:..::....:-+#%@@%#\*\*\*%#-. ...\n";

cout << " .....+%#\*##+=+##+\*#%%%#=:::+\*=:::::::\*%@@%\*:. .:+%@\*+%\*:. ..-%@@@@@@@\*:. ..=%@@@@@%\*#%@@@@@@@#\*#%@@@@@@\*..:#@@@@@%=.:\*@@@@@@%+=-.:\*@@@@@%\*=-:-=\*##=. .=\*-.......:=\*\*+=\*#\*+-...:-+#%#\*\*#%#\*\*\*\*#%\*:.. .....\n";

cout << " .....=%#\*##+=\*#\*#%%%\*=:::::-\*+::::::-\*@@+... .:#@@@#%\*:.. .-#@@@@@@@\*:. ..=#%@@%#+:.:+#%@%%#+-:=#%@@@+. .:+%@@@%=..:\*%@@@@%#+:...:+#%@@%%@@%#+-.. .. .:+\*+=-:...-\*\*=..=++\*+::-+++\*####\*\*\*\*\*\*\*%%=. \n";

cout << " .....-##\*#%\*\*#%%%%#=:::::::-\*+::::=\*##%#-. .+@@@@@%-. .-#@@@@@@@+.. ........ ................... ........ ....::..... .....::::...... ...-+#%#+==\*\*=...-+\*\*\*\*\*++\*\*-.-\*##\*\*\*\*\*%\*:. \n";

cout << " .....:+#\*#@@@@@%%#\*++++\*\*##%%%######\*\*#\*:... .+@@@@@%-. .-#@@@@@@%=. ...-####%%%#\*=:..+#%#+==:.::.:\*%#\*\*\*##=.. \n";

cout << " ......=#\*\*##\*#%%%%%%%%%%%%%%%#\*\*\*\*\*\*\*##=.... :\*@@@@@+..:\*@@@@@@%+:.. ...:\*%##\*\*#%\*-...+\*+\*-....=\*++\*\*#\*+\*#\*:. \n";

cout << " ......:\*#\*\*++###%%#####\*\*+=+##\*\*\*\*#%%%\*:.... ..:+#%@%%%@@@@@%\*=:.. .....=%%@%\*#\*:....:+\*+:....:#%\*=:-#\*\*#=.. \n";

cout << " ....-#%%\*+#\*\*%#-::::::::=###%##%@@\*:... ..:------:.... ......+@@%%%%#\*+++=+=====+\*#%@#\*=-\*%%\*:. \n";

cout << " .... ...=%#=+%##%#=:::::::-\*%##@@\*+#+:. .. ... .. .....:++\*@%\*++++\*\*\*\*\*\*\*\*\*\*\*\*#%@%##%\*-. \n";

cout << " .........::.+#\*+\*\*\*%###\*\*\*+\*#-:=-...... ..... .. .....+%\*=================+%%%%%\*-... \n";

cout << " ........ ..-#%%###%=+#####%#:.......... .:##++++==+\*#\*\*###\*\*\*\*+\*%%#+:.... \n";

cout << " ...=%@@@@#-=%@@@@%=........... ... ..+%%@%%%#%@##%%+==+#%##%%=...... \n";

cout << " ....:=\*#+-.:\*@@@#=............ ... ...:+@%\*+#\*::\*@#\*#%%=........... \n";

cout << " ........ ....... ..-\*##\*-..=%@@%\*-.. \n";

cout << " WELCOME TO PROJECT YUME! \n\n\n";

cout << " Press Enter to continue... \n\n\n\n";

cin.ignore();

//Array of Dialogue Lines that will be used throughout the game//

string line[173];

line[0] = " Every night...I experience the same dream. Or rather, I get the same dream right after a nightmare. ";

line[1] = " I have no recollection of the nightmares when I wake up, but the dream right after is so vividly.";

line[2] = " A beautiful girl, about my age. Long black hair, eyes as vibrant as stars in the night sky, and a smile that radiates a gentle warmth.";

line[3] = " That's right... I remember... that smile. Every time I meet her in the dream, she had a mesmerizing smile on her face.\n\n\n\n\n\n";

line[4] = " June 15th, 2019\n\n\n" ;

line[5] = "I had the same dream again. But this time, I got to talk to her. She seemed like a very pleasant young lady.";

line[6] = " But I find it strange that she greeted me as if it wasn't the first time we talked. \n\n";

line[7] = " Girl in the dream: Glad to see you're doing well It has been a while. \n\n\n";

line[8] = " She says as her face is lit up with a beaming smile. \n\n\n" ;

line[9] = ": Ah, I see. Well then, let me introduce myself. The name is Yume. You must be wondering what all of this is about? \n\n";

line[10] = ": Are you alright? What's with the look on your face? Ah, I see. Well then, let me introduce myself. My name is Yume. You must be wondering what all of this is about? \n\n";

line[11] = ": You must be wondering what all of this is about? \n\n\n";

line[12] = " I wanted answers, but I wasn't so sure how to act around her. It's not like I ever had problems talking to people. \n\n";

line[13] = " It's just that, none of this is real. I am dreaming after all. I am aware of that.\n\n\n";

line[14] = ": Hmm. I wish I could tell you right now. But it looks like you aren't ready yet. \n\n";

line[15] = ": But don't worry, it may take some time but you will definitely get the answer you are looking for.\n\n\n";

line[16] = " She says as she tilts her head adorably. \n\n\n";

line[17] = ": ...And besides, It's almost time for you to wake up. \n\n";

line[18] = ": Don't worry, you will see me again. I'll be here as always waiting for you.\n\n\n";

line[19] = "The dream fades out and the sound of my morning alarm fades in, I come to my senses. I wonder where this is gonna take me. \n\n\n\n\n\n";

line[20] = "ACT II\n\n\n\n\n\n";

line[21] = "June 22nd, 2019\n\n\n";

line[22] = "This time, we got to talk a little bit more.";

line[23] = " Yume asked how my day went and intently listened as I talked about my mundane daily routine and what went on during the day at work.";

line[24] = " The thought of all this being weird is still in the back of my mind.";

line[25] = " But oddly enough, I am at peace.";

line[26] = " I feel like a little bit of weight was taken off my shoulders.";

line[27] = " On top of that, she is a sight for sore eyes. Now that I think about it, I kinda wish she was real. \n\n\n";

line[28] = ": Sounds like you had an eventful day\n\n";

line[29] = ": But, seeing you here is the best part of my day.\n\n\n";

line[30] = " Her vibrant smile turned into a more faint one with a hint of concern when I said that.";

line[31] = " Did I happen to say something to offend her?";

line[32] = " I hesitantly broke the awkward silence by asking random questions about her.";

line[33] = " Which she responded to vaguely. Well, some of them at least.\n\n\n\n";

line[34] = ": Hmmm... I do not know if right now is the right time to answer these questions now.";

line[35] = " But I can tell you this, I am here because of you.";

line[36] = " It may be hard to take my word right now but know that my intentions are not to cause you any harm.\n\n";

line[37] = ": Intentions might not even be the right way to put it. Ah, that's it. Purpose.";

line[38] = " I have a purpose that I need to fulfill. ";

line[39] = " All you need to know for now is that whatever this purpose is, it is for you.\n\n\n";

line[35] = ": I cannot force you to trust me and there is nothing I can say right now that will convince you.";

line[41] = " All I ask is that you give it just a little bit of time. Please...\n\n";

line[42] = ": Fine. As if there is anything I can do about you anyway. Or at least not that I currently know off.\n\n";

line[43] = ": Thank you. Like I said, when it is time I will tell you everything about me and my purpose.";

line[44] = " It is almost time for you to wake up soon. As always, I will be here waiting.\n\n\n";

line[45] = " I once again, wake up to my alarm.";

line[46] = " Same old routine as always but this time, I have something to look forward to at the end of the day...\n\n\n\n\n\n\n";

line[47] = "END OF ACT II";

line[48] = "ACT III\n\n\n\n";

line[49] = "May 19, 2018 (a year ago)\n\n\n\n";

line[51] = "I feel empty... I am supposed to be sad. Devastated even.";

line[52] = " Maybe I'm still in shock. I had never imagined that this day would come.\n";

line[53] = " As the minutes go by, it slowly sinks in... I am alone now. ";

line[54] = "The only person that matters to me, the only one I wanted to spend the rest of my life with,";

line[55] = " no longer wants to be a part of the future I envisioned for us.";

line[56] = " It was the meaning of my life... now it's gone.";

line[57] = " As the pain settled in,";

line[58] = " the tears followed.";

line[59] = " I know this is real. But a part of me still hopes this was all a dream.\n\n\n";

line[61] = "July 2nd, 2019 (present day)\n\n\n";

line[62] = "It was the same as usual when I fell asleep.";

line[63] = " But this time for some reason, I remember the nightmare.";

line[64] = " It's a bit foggy, but I think I know what it was about.";

line[65] = " Because the feeling I got from it was a very familiar feeling.";

line[66] = " The pain and the crippling weight of your entire world falling apart on you. It was just like that day...";

line[67] = " No matter, I will be seeing Yume soon. \n\n\n";

line[68] = "That's weird, she's usually already here by this time.";

line[69] = ": Hey... Sorry I kept you waiting. \n\n ";

line[70] = ": I'm... fine. Just a little winded, that's all. Don't worry about it.\n\n\n";

line[71] = "She was obviously lying. But the fact that I can remember the nightmare I ";

line[72] = "just had and my suspicion that Yume has something to do with all of this, ";

line[73] = "I think it would be safe to assume that something is going terribly wrong.\n\n ";

line[74] = ": I know I just got here, but it's about time for you to wake up.\n\n";

line[75] = "Says Yume with a forced smile on her face.\n\n";

line[76] = ": I don't really understand. But if you say so then I will go.\n\n";

line[77] = ": I know you're smart so you'll probably have your answer by the next time we meet.";

line[78] = " I promise to tell you everything by then. ";

line[79] = "But for now please, you need to leave.";

line[80] = " It's not safe for you to be here right now.\n\n\n";

line[81] = " As I woke up, I sat up to gather my thoughts.";

line[82] = " Thinking about what Yume said before I woke up,";

line[83] = " I got reminded of an old folktale.";

line[84] = " About a mythical creature who devours nightmares...";

line[85] = " The Baku.\n\n\n\n\n\n";

line[86] = "ACT IV: Then, We Wake To Weep. \n\n\n\n\n\n";

line[87] = "I spent the entire day reading up on a mythical creature called the Baku.";

line[88] = " The legends suggest that this creature devours people's nightmares helping them to sleep peacefully.";

line[89] = " In the legends however, ";

line[90] = "it is said that the Baku can also devour someone's hopes and dreams when they are not satisfied.";

line[91] = " Yume does not seem to be like that.";

line[92] = " She only takes my nightmares and even lets me remember our interactions in the dream.";

line[93] = " But... why? I thought about it for a while and as the hours went by,";

line[94] = " I realized it's almost time for me to go to sleep.\n\n";

line[95] = ": Yume... you look just as exhausted as yesterday.\n\n";

line[96] = ": Don't worry about me. What's more important is that you already have the answer, am I right?\n\n";

line[97] = ": I am a Baku. But you probably know that already.";

line[98] = " We devour nightmares but some of us also devour hopes and dreams. ";

line[99] = "As for me, I only want to help you.\n\n";

line[100] = " She explains as she looks at me with a soft expression.\n\n";

line[101] = ": As you can see, I have become weaker as my powers are almost spent.";

line[102] = " We devour nightmares, but it's better to describe it as subduing ";

line[103] = "the nightmare and sealing it within ourselves.\n\n";

line[104] = ": So that means, everytime I have a nightmare... \n";

line[105] = ": Hey now. Don't make that face. None of this is your fault.";

line[106] = " This is my purpose. The reason I exist. I am not bound to fulfill this purpose.";

line[107] = " But I choose to do it, because it's you.\n\n";

line[108] = " Hearing this, I can't help but shed a tear. Because it's me? What does she mean by that? But somehow, I am glad.\n\n";

line[109] = ": You are doing this, because it's me?\n\n";

line[110] = ": I don't know what it is and how it started.";

line[111] = " But as the time went by I felt a sense of warmth in my heart whenever I got to see you.";

line[112] = " It brought me joy and pushed me to do more for you.";

line[113] = " I feel upset whenever I see your nightmares because I know how much sadness it brought you.\n\n";

line[114] = "I wanted to say something, but I couldn't find the words.";

line[115] = " Without fully realizing it, I have already embraced her.";

line[116] = " I have never felt this valued for a very long time.";

line[117] = " I want to be with Yume. But I know we don't have much time left.\n\n ";

line[118] = ": Yume... I want to apologize. ";

line[119] = "But that would mean I don't appreciate everything you have done for me.";

line[120] = " So rather than that, I want to thank you... for everything.";

line[121] = " You were there when no one else was. ";

line[122] = "You protected me from being consumed by the pain in my heart.";

line[123] = " I understand that you are unable to exist in reality but a part of me wishes you were real.";

line[124] = " So I can be with you in reality.\n\n";

line[125] = " I expected Yume to show me her usual gentle smile as a response.";

line[126] = " But I never expected tears in her eyes as she looked at me. \n\n";

line[127] = ": I wish... I was real too. So I can ease your pain in a way that truly matters.\n\n";

line[128] = "She says with a slight tremble in her voice.\n\n";

line[129] = ": Now, please live on happily. Live your life and seek happiness for yourself.";

line[130] = "That is all I wish for. My power has severely weakened, I will no longer be able to meet you like this.";

line[131] = " I will spend whatever remains of it to seal this nightmare away for good.";

line[132] = " And then, I will cease to exist.\n\n";

line[133] = ": Thank you, Yume. I know I have already caused you so much trouble,";

line[134] = " but I was hoping you can grant me one last wish.";

line[135] = ": You know I will do anything for you.\n\n\n";

line[136] = "She sighs and smiles at me.\n\n\n";

line[137] = ": Please let me keep this memory of you. After you cease to exist,";

line[138] = " I want to remember you. I want to remember the one who saved my life.";

line[139] = " I want to remember the reason why I am able to find my happiness. Please... Yume.\n\n\n";

line[135] = "She caresses my face just like she did when I first met her. \n\n\n";

line[141] = ": If that's what you wish for, then yes I will grant it to you.";

line[142] = " The thought of being remembered makes me happy.\n\n";

line[143] = ": It's almost time for me to go. I'm so glad to have spent all this time with you.\n\n";

line[144] = ": I'm also very glad to have met you, my dear Yume.\n\n\n";

line[145] = "I had tears in my eyes when I woke up. That is the last time I will ever see her. ";

line[146] = " I want to burn her face into my memory. ";

line[147] = "I don't ever want to forget that smile. From now on, I will find happiness.";

line[148] = " I will live my life and pursue my dreams.";

line[149] = " Because that is what Yume would have wanted. \n\n\n\n\n";

line[150] = ": Yes. It has been a constant struggle between me and the nightmares.";

line[151] = " I have been able to keep it at bay up until recently.";

line[152] = " But my power, or what's left of it at least will not be enough to keep up the fight for much longer. ";

line[153] = " I can't help but be worried about what comes next.";

line[154] = " Am I doomed to relive that pain over and over again for the rest of my life? \n\n";

line[155] = ": Is there anything you can do about it? Any way we can prevent that from happening?\n\n\n";

line[156] = "Yume looked at me with an elegantly calm expression.\n\n";

line[157] = ": Don't worry. I have foreseen this outcome. ";

line[158] = "So I have prepared something that should seal it away for a very long time.";

line[159] = " It may not be a permanent solution but this should buy you time. \n\n\n";

line[160] = "That's a relief. Though I am not sure what she means by buying me some time, this is better than nothing.\n\n\n";

line[161] = ": Thank you, Yume.\n\n ";

line[162] = "She looks at me with the usual smile on her face. But this time it had a hint of sadness.\n\n";

line[163] = ": It's almost time for you to go. Please don't worry and continue living on as usual. Good bye.\n\n\n\n";

line[164] = "I get woken up by my morning alarm. Another day in my uneventful life.";

line[165] = " As I get ready to leave for work, I keep thinking that there is something I'm forgetting.";

line[166] = " I can't put my finger on it but it has been in the back of my mind ";

line[167] = " since I came to my senses when I woke up earlier. Was it the nightmares I've been getting?";

line[168] = " No, it couldn't be that. The reoccurring nightmare has been gone for months now.";

line[169] = " Oh yeah... I never really thought about it until now. I never had that nightmare in a while.";

line[170] = "I wonder what caused this change. ";

line[171] = "Days, weeks, and months have passed and he continued to live on like nothing ever happened. ";

line[172] = "The face of a gentle being who saved him from the depths of despair, has faded to oblivion. \n\n\n\n";

//Affinity Score Calculation

//\*\*The affinity score will affect the game's outcome.

class ScoreSystem {

private:

int score;

string filename;

public:

// Constructor to initialize score and filename, and attempt to load score from file

ScoreSystem(const std::string &filename) : score(0), filename(filename) {

loadScore();

}

// Method to add points

void addPoints(int points) {

score += points;

saveScore();

cout << points << " points added. Current score: " << score << std::endl;

}

// Method to subtract points

void subtractPoints(int points) {

score = (score - points >= 0) ? score - points : 0; // Ensure score doesn't go negative

saveScore();

cout << points << " points subtracted. Current score: " << score << std::endl;

}

// Method to reset score to zero

void resetScore() {

score = 0;

saveScore();

cout << "Score has been reset. Current score: " << score << std::endl;

}

// Method to get the current score

int getScore() const {

return score;

}

private:

// Method to save the current score to a file

void saveScore() const {

ofstream file(filename);

if (file.is\_open()) {

file << score;

file.close();

} else {

cerr << "Error: Could not open file for saving score." << std::endl;

}

}

// Method to load the score from a file

void loadScore() {

ifstream file(filename);

if (file.is\_open()) {

file >> score;

file.close();

} else {

std::cout << "No previous score found, starting at 0." << std::endl;

}

}

};

cout << "ACT I: A Dream Within a Dream." << endl << endl << endl << endl;

// Chapter 1

for (char ch : line[0]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[1]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[2]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[3]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//Yume Illustration

cout << " .... . \n";

cout << " ........::-=+++\*\*###%%%###\*++=-::......... \n";

cout << " ...-+#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#+-.... \n";

cout << " .......:=#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*=:..... \n";

cout << " ......-+#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#+:..... \n";

cout << " ...=\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#=:.... \n";

cout << " ...-\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#=..... \n";

cout << " ....=#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*:..... \n";

cout << " ..=%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#=... \n";

cout << " ....=%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=.... \n";

cout << " ...=%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#:.. \n";

cout << " ..-#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=.... \n";

cout << " ....=%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*:.. \n";

cout << " ..:\*%%%%%%%%%#%%##%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%######%#%%%%%%%%%#-. \n";

cout << " ..:#%%%%%%%%%\*#%#\*\*##%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%##\*\*\*\*\*###%%%%%%%%%%=...... \n";

cout << " ...-%%%%%%%%%%##%%\*\*\*\*######%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#\*\*\*\*\*\*\*\*##%%%%%%%%%%%+..... \n";

cout << " ..-#%%%%%%%%%%#%%#\*\*\*\*\*\*%#\*\*\*\*#%%%%%%%%%%\*\*#%%#%%%%%%%%%####%##%%%#\*#%%%%#\*\*\*\*####%%%%%%%%%%%%%\*.... \n";

cout << " ...-%%%%%%%%%%%%%%#\*\*\*\*\*\*%%\*\*\*\*\*#%%%%%%%%%%\*\*\*#%\*#%%##%%%%#\*\*\*%%#%%%%##%%%%%#####%%%%%%%%%%%%%%%%%\*:.. \n";

cout << " ...-#%%%%%%%%%%%%%%####%##%%#\*\*##%%%%%%%%%%%#\*\*#%%%%%%#%%%%%#\*#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*.. \n";

cout << " ....:#@%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%+... \n";

cout << " ....:#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=...... \n";

cout << " ...:#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%-..... \n";

cout << " ...+%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*..... \n";

cout << " ..=%%%%%%%%%%%%%%%%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=.... \n";

cout << " .:%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#:... \n";

cout << " ..\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%+... \n";

cout << " ...-%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#%%%%%%%%%%%%%%%%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%-.. \n";

cout << " ...\*@%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%+.. \n";

cout << " ....-%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%##%%%%\*=#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#:. \n";

cout << " ....\*@%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*\*%%%%\*-#%%%%%%%%%%%%%%%%%%%%%%%\*%%%%%%%%%#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%@+. \n";

cout << " .-%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=+%%%%+-\*%%%%%%%%%%%%%%%%%%%%%%%+#%%%%%%%%+\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:.. \n";

cout << " ...+%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%#--%%%%+-+%%%%%%%%%%%%%%%%%%%%%#%==@%%%%%%%\*=%%%%%%%%%%%%%%%%%%%%%%%@%%%%%%%%%@=... \n";

cout << " ..-%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*-:\*%%%+:=%%%%%%%%%%%%%%%%%%%%%\*%=.\*%%%%%%%\*-\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\*... \n";

cout << " ..\*%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%#%%%+\*#%%%%#++#%%%%%%%%%%%%@%%%%%%%+%=:=%%%%%%%#--#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:..... \n";

cout << " .=%%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%\*%%%+-::#%%\*.:+#%@%%%%%%%%%@%%%%%%%+#\*=:\*%%%%\*#%\*\*#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%+..... \n";

cout << " ..-#%%%%%%%%@@%%%%%%%%%%%%%%%%%%%%%#%%+-:..+%#\*..:#\*%%%%%%%%%%%@%%%%%%=+=..=%%%%\*\*%---\*%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:.... \n";

cout << " ...\*%%%%%%%%%@@%%%%%%%%%%%%%%%%%%%%\*=#%=-...:#\*#-..=\*=%%%%%%%%%%@%%%%%%==+..:#%%%+=#---=#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%@=.... \n";

cout << " ..\*\*%%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%+-#%=-....-\*=+...+=-#%%%%%%%%%#%%%@%+==...=%%%+-\*--:-+%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%@\*.... \n";

cout << " .=\*\*%%%%%%%%%@%%%%%%%%%%%%%%%%%%%%%+-\*#=:.....=---...-::\*@%%%%#=+\*\*#\*#%\*==...:#%#--\*-:.:-#%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:... \n";

cout << " . .:\*-%%%%%%%%%@@%%%%%%%%%%%%%%%%%%%%%=-+#=:-------.--...........................:-=-=+--:::=%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%=... \n";

cout << " ..+=+%%%%%%%%%@@%%%%%%%%%%%%%%%%%%%%%=--\*##%@@%#=-:::.........................::-=\*%@@%%#+:-\*%%%#%%%%%%%%%%%%%%%@%%%%%%%%%%%\*... \n";

cout << " ..:#-#%%%%%%%%%@@%%%%%%%%%%%%%%%%%%%%\*=\*@@@@@@@@@%#+-::.......................-\*#%@@@@@@@@@@%\*-\*%\*#%%%%%%%%%%%%%@@%%%%%%\*%%%%%=.. \n";

cout << " ..+\*-%%%%%%%%%%@@%%%%%%%%%%%%%%%#\*%#=#@@@@@@@@@@@@@%=::........................-\*@@@@@@@@@@%@@%=\*=#%%%%%%%%%%%%%@@%%%%%%\*#%%%%#:. \n";

cout << " .:#==%%%%%%%%%%@@%%%%%%%%%%%%%%%#=+-%@#==--\*@@@@=+@%+:.........................=#\*-\*@@@@#:.-=#@@\*-\*%%%%%%%%%%%%%@@%%%%%%\*=%%%%@#:... \n";

cout << " .:#-\*%%%%%%%%%%@@%%%%%%%%%%%%%%%#-+%@\*-:.:+@@@@@@@@%-=........................:-#++@@@@@@@@\*--=%@=#%%%%%%%%%%%%%@@@%%%%%#-#%%%%@#:... \n";

cout << " .-#-#%%%%%%%%%%@@%%%%%%%%%%%%%%%#::%%-..\*@%@@@@@@@#%:::........................:#@\*%@@@@@@@\*.:-#@\*\*%%%%%%%%%%%%%@@@%%%%%%-+%%%%@%%=.... \n";

cout << " .-#+%%%%%%%%%%%@@%%%%%%%%%%%%%%%%-+@%:..=%+\*@@@@@#:-...........................:#\*=\*@@@@\*-#\*...\*@@%%%%%%%%%%%%%%@@@%%%%%%\*-%%%%%\*%%\*.... \n";

cout << " .:#%%%%%%%%%%%%@@%%%%%%%%%%%%%%%%\*==%-...#\*--+\*+-::+:...........................+=::+\*\*=::+=...#+:\*%%%%%%%%%%%%%@@@%%%%%%%=#%%%%\*-%%#:.... \n";

cout << " ..#@%%%%%%%%%%%%@@%%%%%%%%%%%%%%%+..+%:..:#=::...:=+............................:\*:......--...\*+.:#%\*#%%%%%%%%%%@@@%%%%%%%#\*%%%%#::#@#:... \n";

cout << " ....-%@%%%%%%%%%%%%@@%%%%%%%%%%%%\*%%\*:..=\*:..:\*\*-:::--:.............................-==--:-+-..:::..-%+:#%%%%%%%%%%@@@%%%%%%%#%%%%%%=..+%#:.... \n";

cout << " ...:#%%%%%%%%%%%%%%@@%%%%%%%%%%%%++%%=....::::::::.:....................................:::::::.....+#::#%%%%%%%%%%@@@%%%%%%%++%%%%%\*...:##:... \n";

cout << " ...\*%\*%%%%%%%%%%%%%@@%%%%%%%%%%%%+:=%#-.....:::::::::.................................::::::::.....-#-.:#%%%%%%%%%%@@@%%%%%%%#-#%%%%%:....=\*:.. \n";

cout << " ..=%\*+@%%%%%%%%%%%%@@%%%%%%%%%%%%==.-##:....::::::::::.............................::::::::::::.:.:\*-..:#@%%%%%%%%%@@@%%%%%%%%=+=%%%@+.....+%:. \n";

cout << " .:#%=\*%%%%%%%%%%%%%%@%%%%%%%%%%%%-\*:.:+\*::::::::::::::.............................::::::::::::...+-...=%@%%%%%%%%%@@@%%%%%%%@#+:#%%%%-.....+\*.... \n";

cout << " .\*%\*:#%%%%%%%%%%%%%%@%%%%%%%%%%%%-+\*...-\*-.::::::::::..............:::..............:::::::::...:+=...:\*\*@%%%%%%%%%@@@%%%%%%%%#\*.=%%%@#.....:#-... \n";

cout << " ...=%#:=%%%%#%%%%%%%%%%@%%%%%%%%%%%%==%=....::::::........................................:::::::::=-...:\*%%%%%%%%%%%%@@%%%%%%%%%\*#-.\*%%%@\*.....++.. \n";

cout << " ..:%%=.\*@%%%#%%%%%%%%%%%%%%%%%%%%%%%@@@\*:...............................................................+@@@%%%%%%%%%%@@%%%%%%%%%\*\*\*.-%%%@@+....=#... \n";

cout << " ..\*%#::#%%%%\*%%%%%%%%%%%%%%%%%%%%%%%@@@@+..............................................................-%@@@%%%%%%%%%%@@%%%%%%%%%@\*\*=.\*%%@%%\*:..-#:.. \n";

cout << " .-%%=.-%%%%%+%%%%%%%%%%%%%%%%%%%%%%%@@@@%-............................................................:%@@@@%%%%%%%%%%@@%%%%%%%%%@%+#--%%@@%%\*..=%:.. \n";

cout << " ...\*%#:.\*@%%%#+%%%%%%%%%%%%%%%%%%%%%%%@@@@@%-..........................................................:#@@@@@%%%%%%%%%%@@%%%%%%%%%@@#\*\*:\*%%@%%%-=%#... \n";

cout << " ...-%%=.:%@%%%\*\*%%%%%%%%%%%%%%%%%%%%%%%%@@@@@#:....................:+=:.........-+-.....................\*@@@@@@@%%%%%%%%@@%%%%%%%%%%%@%##+:%%@%%%@%%+... \n";

cout << " ...\*%#..=%%%%%+\*%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@%=.......................::::::::.......................-%@@@@@@@@%%%%%%%%@@%%%%%%%%%%%@@%%#-\*@@%%%@@#:.. \n";

cout << " ..-%%+..\*%#%%%=\*%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@@@#-..................................................:\*@@@@@@@@@%%%%%%%%%@@%%%%%%%%%%%@@%%%#\*%@@%%%%-. \n";

cout << " ..+%%-.:#%\*%%%:\*%%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@@@@#-..............................................:\*@@@@@@@@@@@%%%%%%%%@@%%%%%%%%%%%%@@%%%%#%@@%%%%\*. \n";

cout << " .:#%#:.-%\*+%%%:#%%%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@@@@@%+:.........................................=%@@@@@@@@@@@@@%%%%%%%%@@%%%%%%%%%%%%%%@%%%%%%#%%%%%- \n";

cout << " ...-%%#:.+%=+%%#:#%%%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@@@@@@@@%+-...................................=#@@@@@@@@@@@@@@@@%%%%%%%%@@%%%%%%%%%%%%%\*@%%%%%@+=%%%%\*... \n";

cout << " ...=%%#:.##.+%%#:#%%%%%%%%%%%%%%%%%%%%%%%%%%%@@@@@@@@@@@@@@@%+:............................:=#%@@@@@@@@@@@@@@@@@%%%%%%%%%@@@%%%%%%%%%%%%\*#@%%%%%#:-#%%#:.. \n";

cout << " .+%%%=-%=.+%%\*-%%%%%%%%%%%@@@%%%%%%%%%%%@%%@@@@@@@@@@@@@@@+--+++-:...................:-+\*+--=%@@@@@@@@@@@@@@@@%%%%%%%%@@@@%%%%%%%%%%%%%+%%%%%%@\*.-#%@=.. \n";

cout << " .\*%%%\*\*%:.=%%\*=%%%%%%%%%%%@@@%%%%%%%%%%%@%%@@@@@@@@@@@@@@@\*------+\*+-:...........:-+\*+----::+@@@@@@@@@@@@@@@@%%%%%%%%%@@@@%%%%%%%%%%%%%#\*%%%%%@@+.-\*%+.. \n";

cout << " .\*%%%%%\*..=%%\*#%%%%%%%%%%@@@@%%%%%%%%%%%@%%@@@@@@@@@@@@@@@\*-:::--:---=+\*+=---=+\*+=--------::+@@@@@@@@@@@@@@@@%%%%%%%%%@@@@%%%%%%%%%%%%%%#%%%%%%%%=.=%\*.. \n";

cout << " .+%%%%@+..=%%%%%%%%%%%%%%@@@@%%%%%%%%%%%@%%@@@@@@@@@@@@@@@\*-:::::---:::---===--------:::::::\*@@@@@@@@@@@@@@@%%%%%%%%%%@@@@%%%%%%%%%%%%%%%%@%%%%%%%-:%\*.. \n";

cout << " .=%%%@%%\*:=%%%%%%%%%%%%@@@@@@%%%%%%%%%%%@@%@@@@@@@@@@@@@@@\*----::::::::--------::::::::::::-\*@@@@@@@@@@@@@@@%%%%%%%%%%@@@@@%%%%%%%%%%%%%%%%%%%%%%%%=%+.. \n";

cout << " .:#%%@%%%%#%%%%%%%%%%%%@@@@@@%%%%%%%%%%%@@%@@@@@@@@@@@@@@@\*--------:::::::::::::::::::::::::\*@@@@@@@@@@@@@@%%%%%%%%%%%@@@@@@%%%%%%%%%%%%%%%%%%%%%%@%%-.. \n";

cout << " ..=%%@%%%%%%%%%%%%%%%%@@@@@@@@%%%%%%%%%%%@@@@@@@@@@@@@@@@@\*---------:::::::::::::::::::-----\*@@@@@@@@@@@@@%%%%%%%%%%%%@@@@@@%%%%%%%%%%%%%%%%%%%%%%%@\*... \n";

cout << " ...=%@%%%%%%%%%%%%%%%@@@@@@@@@%%%%%%%%%%%@@@@@@%@@@@@@@@@@+--:::------:::::::::::::::----:::+@@@@@@@@@@@@@%%%%%%%%%@%%@@@@@@@%%%%%%@%%%%%%%%%%%%%%%%#... \n";

cout << " ...+%%%%%%%%%%%%%%@@@@@@@@@@@%@%%%%%%%%%%@@@@@%@@@@@@@@@%=:.....::-----:::::--------:::....-%@%@@@@@@@@@%%%%%%%%%@@%%@@@@@@@@%%%%%%@@%%%%%%%%%%%%%%%+.. \n";

cout << " .....=#@\*.:\*%%%%%%%%%@@@@@@@@@@@@%@@%%%%%%%%%@@@@@%@@@@@@@@%\*:.........:::----------::..........\*@@%%@@@@@@%%%%%%%%%%@@%%@@@@@@@@@@%%%%%@@%%%%%%%%%%%%%%#:. \n";

cout << " ...-#%#\*=.\*%%%%%%@%%@@@@@@@@@@@@@%@@%%%%%%%%%@@@@@@@@@@@@@@%-.................:::...............-%@@@@@@@@%%%%%%%%%%@@@%%@@@@@@@@@@@%%%%%%@@%%%%%%%%%%%%%=. \n";

cout << " ....+%%=.\*+#%%%%%@@%%@@@@@@@@@@@@@@%%@%%%%%%%%%@@@@@@@@@@@@%#-.....................................-#@@@@@@%%%%%%%%%%@@@@%%@@@@@@@@@@@@@%%%%%@@%%%%%%%%%%%%\*.... \n";

cout << " ...:#%#:.-%@%%%%%@@%%@@@@@@@@@@@@@@@@%@@%%%%%%%%%@@@@@@@@@@@=.........................................=@@@@@%%%%%%%%%%@@@@%%@@@@@@@@@@@@@@@%%%%%@@%%%%%%%%%%#:... \n";

cout << " ..:#%\*:=%@@%%%%%@@%%%@@@@@@@@@@@@@@@@%@@@%%%%%%%%%@@@@@@@@@%-.........................................=@@@@%%%%%%%%%%@@%@@%%@@@@@@@@@@@@@@@@%%%%%@@%%%%%%%%%#:... \n";

cout << " ...#%#=%@%%@%%%%@@%%%@@@@@@@@@@@@@@@@@@%@@%%%%%%%%%%%@@@@@@@@=.........................................+%@@%%%%%%%@%%@%#%@@%%%@@@@@@@@@@@@@@@@@%%%%@@%%%%%%%%#:... \n";

cout << " ...+%%#@%%%%@%%%@@%%%%@@@@@@@%\*#%%%%%%@@%@@@%%%%%%%%%%%%@@@@@@+.........................................\*@@@%%%%%%@@%%%%#%@@%%#####%%%%@@@%#%@@@@%%%%@@%%%%%%%%-... \n";

cout << " .:%%%@%%%%%@@%@@%%%%%=:-\*%%%%+=+%%%%%%@@%%@@%%%%%%%%%%%%%@@@@#::...................................::.:%@@%%%%%%@@%%%###@@%%%##########%\*=#%%#\*#%%%%%@@%%%%%%##=.. \n";

cout << " .=%%%%%%%%%@@@@%%%%%##-..=####=..\*#####@@%#%%%%%%@@%%@%@%%@@@%-..::::::::................::::---:::...\*@@%%%%%%@@%%%###%@@@%###########-:\*##=-\*%%%%@%%@@@%%%%=-#=... \n";

cout << " ..=%%%%%%%%%%@@@%\*=-\*###=..-####\*:.=####%@%##@%%%%%@@%%%@@%%@@@=..............::::::----::............=@%@%%%%%@@%%%####%@@%%#########+.-##\*::+####++#%%%@@%%%\*.-#=... \n";

cout << " ...\*%%%%%%%%%@@#=....-###%\*:..+####-.:\*###%@%%%@%%%%%%@@%%@@%%@@#:.................::::::.............-#%@@%%%%@@@%%####%%%%%#########-:+##=.-####\*-...:=%@@@%@%-.=%-.. \n";

cout << " ..-%%%%%%%%%@#-.......-#####-..=####+..+###%%%%%@%%%%%%@@%@@@%%@%-....................................+#%@%%%%%@%%%#####%%%%%######%+:-\*#\*-.=###%\*:.......=%@@@%\*:.\*#:. \n";

cout << " ..\*%%%%%%%%%\*:.........:\*%###\*:.:\*###\*:.-###%@%%%%%%%%%%@@%%%%%%@\*...................................:#%%@%%%%@@%%#####%%%%%######\*::+##+.:\*%###+..........:\*%@%%=..#+. \n";

cout << " .:%%%%%%%%%=.............-##%##-..-####=..+##%%%%%%%%%%%%@@%%%%%%#:...........:::-:::::-:::..........-%%%%%%%@@%@%###%%%%%%######=.-##\*-.=####+:............:\*%%%#:.=#:... \n";

cout << " .-%%%%%%%%=...............:\*###%\*:.:+###\*-.:\*#%%@%##%%%%%%%@@%%%%%+.....:-+++=--:::...:::--=+\*+-:....-%%%%%%@@%@%###%%%%%######=.:\*##=.:\*####=................\*%%%=.:#\*... \n";

cout << " .-%%%%%%%+..................=%####=..-\*###+:.-##%@%##%@%%%%%@@%%%%#:.:=+-:.....................:=+-..=%%#%%@@%%%##%%%%%######+::+##\*:.+###%#-.................:#%%\*..+%:.. \n";

cout << " .:%%%%%%#:...................:#%###\*:..=####-..+#%%%%%@@@%%%%@@%%#%+==:...........................:=-#%%#%%@@%@%%%%%%######\*:.=##\*-.-#####+....................-%%%:.-%-.. \n";

cout << " .:#@%%%@+.....::...............+%%#%%\*:.:+###\*-.:+%%#%@@%@%%%@@%%###-...............................=%#%##@@%%@@%%%######+:.=###-.:\*###%#-......................\*%%-.-%=.. \n";

cout << " ..+%%%%%-....::::...............-#%%%%#+:.:\*###+:.:#%#%@@%@%%%@@###%+..............................:#%##%%@@%@%########+:.=###+..+####%+:.......................=%%=.-%-.. \n";

cout << " ..:#%%@#:.......:................:\*%%%%%#=:.-\*###=.-%%#%@%%%%%%@%####:.............................+%%%%#%@%%@%######+:.=###+:.=####%%+.........................:#%=.+%:.. \n";

for (char ch : line[4]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

// \*Monologue ends and the player is prompted to enter their name.\*

//\*The next scene begins right after the players have entered their name.\*

string player;

cout << "Enter your name: " << player;

cin >> player;

for (char ch : line[5]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[6]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[7]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

// \*The player will be prompted to either respond or say nothing. If the player responds, proceed to original dialogue.

// If the player chooses to say nothing, Girl in the dream gets an additional line.\*

string Baku = "Yume";

int input1;

do {

cout << "Please type the number of your desired respone and press ENTER to continue \n";

cout << "1 - Who are you? 2 - Say nothing... \n\n";

cin >> input1;

switch (input1) {

case 1:

cout << Baku;

for (char ch : line[9]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

break;

case 2:

cout << Baku;

for (char ch : line[10]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

break;

default:

cout << "Please enter a valid input.";

}

} while (input1 < 1 || input1 > 2);

// \*The player will be prompted with 3 dialogue options:

// 1. Hello Yume. You’re right, I have been wondering what all of this is about. (affinity score +5)

//2. Nice to meet you, you already know my name so I guess it won’t be necessary to tell you. And yes, I have been wondering what this is all about. (affinity score +4)

//3. What do you want from me? (affinity score +3)

// Create a ScoreSystem object with the filename "score.txt" for persistence

ScoreSystem scoreSystem("score.txt");

scoreSystem.resetScore(); // Resets score to 0

int input2;

do {

cout << "Please type the number of your desired response and press ENTER to continue \n";

cout << "1 - Hello Yume. You are right, I have been wondering what all of this is about. \n";

cout << "2 - Nice to meet you, you already know me so I guess it will not be necessary to tell you. And yes, I have been wondering what this is all about. \n";

cout << "3 - What do you want from me? \n\n";

cin >> input2;

switch (input2) {

case 1:

scoreSystem.addPoints(5);

break;

case 2:

scoreSystem.addPoints(4);

break;

case 3:

scoreSystem.addPoints(3);

break;

default:

cout << "Please enter a valid input.";

}

} while (input2 < 1 || input2 > 3);

cout << "Current Affinity score: " << scoreSystem.getScore() << endl << endl;

for (char ch : line[12]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[13]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch : line[14]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch : line[15]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[16]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch : line[17]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch : line[18]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[19]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(100));

}

cout << "ACT II: Why Does Life Slumber?" << endl << endl << endl << endl;

//\*Scene opens with the main character (player) already in a dream with Yume.\*

//\*Main character inner monologue\*

for (char ch : line[21]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[22]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[23]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[24]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[25]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[26]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[27]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch : line[28]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

int input3;

do {

cout << "Please type the number of your desired response and press ENTER to continue \n";

cout << "1 - Yes. I believe I was really productive today. \n";

cout << "2 - Really? To me it’s just like any other day really. \n";

cin >> input3;

switch (input3) {

case 1:

scoreSystem.addPoints(5);

break;

case 2:

scoreSystem.addPoints(4);

break;

default:

cout << "Please enter a valid input.";

cout << "Current Affinity score: " << scoreSystem.getScore() << endl << endl;

}

} while (input3 < 1 || input3 > 2);

cout << player;

for (char ch : line[29]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[30]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//\*Main character inner monologue\*

for (char ch : line[31]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[32]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch : line[33]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//MC:

//The player will be prompted with 4 dialogue options:

//1. Uhm… can you tell me something about yourself?

//2. So who are you really?

//3. Why do I keep seeing you in my dreams?

//4. The nightmares that I experience right before we see each other. Do you know anything about them?

int input4;

do {

cout << "Please type the number of your desired respone and press ENTER to continue \n";

cout << "1 - Uhm… can you tell me something about yourself? \n";

cout << "2 - So who are you really? \n";

cout << "3 - Why do I keep seeing you in my dreams? \n";

cout << "4 - The nightmares that I experience right before we see each other. Do you know anything about them? \n";

cin >> input4;

switch (input4) {

case 1:

scoreSystem.addPoints(5);

break;

case 2:

scoreSystem.subtractPoints(1);

break;

case 3:

scoreSystem.addPoints(3);

break;

case 4:

scoreSystem.subtractPoints(1);

default:

cout << "Please enter a valid input.";

}

} while (input4 < 1 || input4 > 4);

cout << "Current Affinity score: " << scoreSystem.getScore() << endl << endl;

cout << Baku;

for (char ch: line[34]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[35]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[36]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch: line[37]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[38]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[39]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

// MC:

//\*The player will be prompted with 2 dialogue options: Choosing the second dialogue triggers an additional line for Yume

//1. It is frustrating to not know. But for now I will choose to trust you, Yume.

//2. Can I really trust you?

int input5;

do {

cout << "Please type the number of your desired response and press ENTER to continue \n";

cout << "1 - It is frustrating to not know. But for now I will choose to trust you, Yume. \n";

cout << "2 - Can I really trust you? \n";

cin >> input5;

switch (input5) {

case 1:

cout << Baku;

for (char ch: line[43]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

break;

case 2:

cout << Baku;

for (char ch: line[35]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch: line[41]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << player;

for (char ch: line[42]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

break;

}

default:

cout << "Please enter a valid input.";

}

}while (input5 < 1 || input5 > 2);

for (char ch: line[44]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//\*Main character inner monologue\*

for (char ch: line[45]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[46]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << "ACT III: In The End, We Will Wake Up From Our Dreams." << endl << endl << endl << endl;

//\*flashback scene from 1 year ago with MC monologue\*

for (char ch: line[49]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[50]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[51]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[52]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[53]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[54]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[55]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[56]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[57]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[58]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[59]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[60]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[61]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//\*back to present timeline\*

for (char ch: line[62]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[63]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[64]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[65]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[66]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[67]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[68]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[69]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//\*The player will be prompted with 2 dialogue options:

//1. Yume. Are you alright? You look exhausted.

//2. Whoa. Where have you been?

int input6;

do {

cout << "Please type the number of your desired response and press ENTER to continue \n";

cout << "1 - Yume. Are you alright? You look exhausted. \n";

cout << "2 - Whoa. Where have you been?? \n";

cin >> input6;

switch (input6) {

case 1:

scoreSystem.addPoints(5);

break;

case 2:

scoreSystem.subtractPoints(1);

break;

default:

cout << "Please enter a valid input.";

}

} while (input6 < 1 || input6 > 2);

cout << "Current Affinity score: " << scoreSystem.getScore() << endl << endl;

cout<< Baku;

for (char ch: line[70]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[71]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[72]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[73]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[74]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[75]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[76]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch: line[77]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch: line[78]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[79]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[80]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[81]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[82]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[83]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[84]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[85]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << "ACT IV: Then We Wake To Weep." << endl << endl << endl << endl;

for (char ch: line[87]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[88]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[89]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[90]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[91]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[92]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[93]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[94]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[95]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[96]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

// MC Enters the dream

cout<<Baku;

for (char ch: line[97]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[98]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[99]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//\*The player will be prompted with 2 dialogue options:

//1. Yes.

//2. Tell me everything.

int input7;

do {

cout << "Please type the number of your desired response and press ENTER to continue \n";

cout << "1 - Yes. \n";

cout << "2 - Tell me everything. \n";

cin >> input7;

switch (input7) {

case 1:

scoreSystem.addPoints(5);

break;

case 2:

scoreSystem.subtractPoints(1);

break;

default:

cout << "Please enter a valid input.";

}

} while (input7 < 1 || input7 > 2);

cout << "Current Affinity score: " << scoreSystem.getScore() << endl << endl;

for (char ch: line[100]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[101]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[102]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[103]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << player;

for (char ch: line[104]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

//ENDING A

int final = scoreSystem.getScore();

if (final > 19) {

for (char ch: line[105]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[106]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << player;

for (char ch: line[107]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << player;

for (char ch: line[108]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << player;

for (char ch: line[109]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout << Baku;

for (char ch: line[110]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[111]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[112]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[113]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[114]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[115]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[116]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[117]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[118]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[119]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[120]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[121]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[122]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[123]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[124]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[125]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[126]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[127]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[128]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[129]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[130]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[131]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[132]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[133]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[134]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[135]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[136]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[137]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[138]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[139]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[140]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[141]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[142]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[143]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[144]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[145]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[146]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[147]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[148]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[149]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

}

// 105 up to 149 = end of ENDING A

else {

// ENDING B

cout<<Baku;

for (char ch: line[150]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[151]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[152]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[153]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[154]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[155]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[156]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[157]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[158]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[159]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[160]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<player;

for (char ch: line[161]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[162]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

cout<<Baku;

for (char ch: line[163]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[164]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[165]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[166]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[167]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[168]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[169]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[170]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[171]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

for (char ch: line[172]) {

cout << ch;

cout.flush();

this\_thread::sleep\_for(chrono::milliseconds(35));

}

}

//line 150 up to line 172 = ENDING B

cout << "Thank you for playing Project Yume! Please stay tuned for development updates. " << endl << endl;

cout << " Lead Developer \n";

cout << " MACKHENZIE YUSON \n\n\n";

cout << " Story and Art Direction \n";

cout << " MACKHENZIE YUSON \n\n\n";

cout << " Co-Developers \n";

cout << " WILLIAM DAYRIT \n";

cout << " JAZER EJARA \n\n\n";

cout << " Systems Design \n";

cout << " MACKHENZIE YUSON \n\n\n";

cout << " Original Art \n";

cout << " JAZER EJARA \n\n\n";

cout << " Original Story \n";

cout << " 'BakuMonogatari' by MACKHENZIE YUSON \n\n\n";

int exit;

do {

cout << "Please type '1' and press Enter to exit the game: " << endl;

cin >> exit;

} while (exit != 1);

return 0;

}