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Computer Science - 7

Interactive Fiction - Essay

To start things off, I had a lot of fun developing this game from scratch, the story seems a little cliché, but all the fun the same. At the bottom of my essay, you can find all of the code that I put more than enough time into. In red text, you will see the hashtag labeling in my code for grading purposes and convenience.

To summarize my game, it is a game of adventure and heroism. You begin your story with a compelling storyline about your father being dead and dark creatures roaming the night. You must solve a riddle and fight monsters to get to the final boss/leader in which the darkness falls if you defeat him. There is also an included epilogue for bonus content for beating the game. All in all, I'm proud of what I accomplished making this game; I love to play it knowing that I did it from scratch!

Now, for code explanation, you best take a seat for this load of information...

❏ For my class "player" and class "enemy", I specify the hp and a name String for the player to log the name in-game.
❏ The public class contains most of the information for items and logs for in-game purposes.
❏ The "while" loop in my game is for the physical entity of the game. While the game is running, you play. At the end of the game, I use the while loop to stop gameplay.
❏ My main class contains all of the start information you need to begin your journey, I specify the player name.
❏ In the "truestart" method, I show the storyline and ask the player to type "Start" to begin.
❏ In the "playgame" method, I specified the player hp that represents you throughout the whole game. I also provide them with choices before they officially start their quest.

- ❏ You finally begin your journey in the "queststart" method where you encounter a strange man, here you must solve his riddle. My "q1" class is just for checking the answer to see if it was right and recycling back in if it wasn't.
- ❏ Method "q2" is the first encounter with an enemy where you are given the choice to fight or flee. Method "q2A" however begins the attack/fight system where you must persevere in text-based combat. "q2B" entails the attack back that the enemy deals to you. You lose a selected amount of hp every time.
- ❏ Method "q3" allows you to drink a potion to heal hp after the battle, but beware, if you took the potion before-hand then the system will get mad at you for cheating.
- ❏ Yet again for method "q3A", you have your battle system, but with a different and stronger enemy. You have the attack back system and the moving on portion just like the first time (same, but different).
- ❏ The "questend" method is interesting because in the method just above it, you are awarded a special potion. In this method you have the option to use the potion and move on to the boss fight. During the boss fight, it is the same fight process, again and again.
- ❏ There is also an additional method for the epilogue of my game. Players then have the option to read the end-of-story if they have beaten the game.
- ❏ An important part of my game is the death system. If a player dies, they will be sent to the "restart" method in which you must start the game again with a new "bloodline" in your family. This only occurs when there is a possibility of death in my game. Such as all of the fight areas and if you try to cheat.

In conclusion, there are many variables and programs in my game that affect the world of the text. It was exciting to see my game develop as I did my skills. Now all I have left to do is improve upon this game so I may better understand Java in the future. Thank you for reading my long descriptions of the game so I could get some great creds for this essay. Below I have the entire, 256-line code of this faulty text-based adventure game.

NOTE Below are going to be red hashtags that correspond with the rubric.

```
package bryant_7_textgame;

import java.util.Scanner;
```

```java
#hero class player {

        int hp;
        String name;
}

#enemyobject class enemy {

        int hp;
        String name;
        String description;
}

public class Bryant_7_TextGame {

        static String Game;
        static int Potion = 1;
        static int SPotion;
        static boolean playagain = true;
        static player You = new player();
        static enemy Enemy = new enemy();
        #while while played == true;

        public static void main(String[] args) {

        Scanner game = new Scanner(System.in);
        System.out.println("What is your name, hero?");
        You.name = game.nextLine();
        System.out.println("Hello, " + You.name + ", welcome to my game! "
                + "Type 'Start' to continue to the start screen.");
        truestart();
        }

        #method1 public static void truestart() {

        Scanner truestart = new Scanner(System.in);
        Game = truestart.nextLine();
        if (Game.contains("Start")) {
                System.out.println("When a dark breed of creatures crawled from
underneath the surface, your father fought to stop them."
                        + " Something special about your bloodline allows you to defeat
these dark creatures of the night."
                        + " Now that your father is dead, you must continue the
bloodline...");
        }
        if (Game.contains("Start")) {
                System.out.println("Now, you have three options. Option 1 is to eat food,
option 2 is to drink a potion, and option 3 is to journey on."
                        + " Please type 1, 2, or 3 to confirm your choice. Note that you
only have 1 potion, so use it wisely!");
        }
        playgame();
```

```
        }

#method2 public static void playgame() {

        You.hp = 100;
        Scanner play = new Scanner(System.in);
        Game = play.nextLine();
        if (Game.contains("3")) {
                System.out.println("You journey on, you aren't hungry then? Okay,
disregard females, acquire currency, right? Legitimately though, you'll probably"
                        + " die hungry. (Just kidding, food doesn't do anything, it is just
for show.)");
        } else if (Game.contains("2")) {
                System.out.println("You drink a potion and heal 20 hp, truly not the best
choice right now...");
                You.hp += 20;
                Potion = 0;
        } else if (Game.contains("1")) {
                System.out.println("You don't starve for the night. Better now than
later, right?");
        }
        queststart();
        }

#method3 public static void queststart() {

        System.out.println("You are off on your quest to follow in your father's
footsteps. "
                + "Suddenly, a quaint man in a cloak strolls up to you, blocking your
path. "
                + "He asks you a riddle to solve to travel to the forest of where the
dark monsters run free, for safety of course... "
                + "He asks, 'What travels up and down, but never moves?' You must answer
this riddle.");
        q1();
        }

#method4 public static void q1() {

        Scanner quest1 = new Scanner(System.in);
        Game = quest1.nextLine();
        if (Game.contains("Stairs")) {
                System.out.println("You are correct, the shady man lets you through to
fight the beasts.");
        } else {
                System.out.println("You are incorrect, try again!");
                q1();
        }
        q2();
        }

#method5 public static void q2() {
```

```java
        Enemy.hp = 80;
        Scanner quest2 = new Scanner(System.in);
        System.out.println("Traveling in the forest, you encounter a hairy,
blood-reeking werewolf! Type '1' to attack and type '2' to flee!");
        Game = quest2.nextLine();
        if (Game.contains("1")) {
                System.out.println("You slash at the beast, dealing 20 damage!");
                Enemy.hp -= 20;
                q2A();
        }
        #lose if (Game.contains("2")) {
                System.out.println("You run from battle, your whole family shames you,
and the world falls to corruption.");
                restart();
        }
        }

        public static void q2A() {

        Scanner quest2 = new Scanner(System.in);
        if (Enemy.hp != 0) {
                System.out.println("You must attack again! The werewolf has " + Enemy.hp
+ " HP left! Remember, type '1' to attack!");
        }
        Game = quest2.nextLine();
        if (Enemy.hp == 0) {
                System.out.println("You have struck down the werewolf! Congratulations!
If you wish, you may drink a potion by typing 'Potion', "
                        + "if not, type 'Onward' to continue to the next beast. Remember,
you only have ONE potion, and you currently have "
                        + You.hp + " HP left, good luck.");
                q3();
        } else if (Game.contains("1")) {
                System.out.println("You slash at the beast again, dealing another 20
damage!");
                Enemy.hp -= 20;
                q2B();
        }
        }

        public static void q2B() {

        Scanner quest2 = new Scanner(System.in);
        System.out.println("The werewolf attacks you back! His slash is weak, but you
can't take too much, you lose 10 HP.");
        You.hp -= 10;
        q2A();
        #lose Game = quest2.nextLine();
        if (You.hp == 0) {
                System.out.println("The werewolf takes a final slash at your weak,
doll-like body. He eats you barely alive until you bleed out and die.");
                restart();
        }
```

```java
        }

        public static void q3() {

        Scanner quest3 = new Scanner(System.in);
        Game = quest3.nextLine();
        if (Game.contains("Potion")) {
                System.out.println("You drink a potion and heal 20 HP. Type 'Onward' to
continue!");
                if (Potion == 1) {
                You.hp += 20;
                q3A();
                } else {
                System.out.println("Why did you try to cheat? You are a shame to this
game! You will lose 30 HP because I hate you now.");
                You.hp -= 30;
                q3A();
                }
        }
        }

        public static void q3A() {

        Enemy.hp = 100;
        Scanner quest3 = new Scanner(System.in);
        Game = quest3.nextLine();
        if (Game.contains("Onward")) {
                System.out.println("You continue your quest to push back the darkness.
Suddenly, you encounter a strange ghostly figure! "
                        + "Type '1' to attack or '2' to flee!");
        }
        Game = quest3.nextLine();
        if (Game.contains("2")) {
                System.out.println("You flee from the strange ghost. You don't even make
it home before the darkness spreads beyond control.");
                restart();
        } else if (Game.contains("1")) {
                System.out.println("You attack the ghost, dealing 20 damage!");
                Enemy.hp -= 20;
                q3B();
        }
        }

        public static void q3B() {

        Scanner quest3 = new Scanner(System.in);
        if (Enemy.hp != 0) {
                System.out.println("You must attack again! The ghost has " + Enemy.hp + "
HP left! Remember, type '1' to attack!");
        }
        Game = quest3.nextLine();
        if (Enemy.hp == 0) {
                System.out.println("You have struck down the strange ghost! You have also
found a Strong Potion! "
```

```java
                        + "You currently have " + You.hp + " HP. If you wish, you may use
the Strong Potion by typing 'S Potion', "
                        + "if not, then you will surely die, the boss is next.");
                SPotion += 1;
                questend();
        } else if (Game.contains("1")) {
                System.out.println("You slash at the figure again, dealing another 20
damage!");
                Enemy.hp -= 20;
                q3C();
        }
        }

        public static void q3C() {

        Scanner quest3 = new Scanner(System.in);
        System.out.println("The ghost teleports and attacks back! You lose 15 HP, don't
die!");
        You.hp -= 15;
        q3B();
        #lose Game = quest3.nextLine();
        if (You.hp == 0) {
                System.out.println("The ghost disappears, the next thing you see is a
large set of teeth sinking in. You die almost instantly.");
                restart();
        }
        }

        public static void questend() {

        Enemy.hp = 120;
        Scanner questend = new Scanner(System.in);
        Game = questend.nextLine();
        if (Game.contains("S Potion")) {
                System.out.println("You use the Strong Potion and heal 50 HP. Type 'Boss'
to continue to the final boss.");
                You.hp += 50;
                SPotion = 0;
        }
        Game = questend.nextLine();
        if (Game.contains("Boss")) {
                System.out.println("You step into the cavern where the dark warlock
resides, if you defeat him, the darkness will have no leader. "
                        + "Defeat the boss with '1' to attack; there's no time to run now,
you must finish it.");
        }
        Game = questend.nextLine();
        if (Game.contains("1")) {
                System.out.println("You attack the agile warlock. That strong potion must
have upgraded your strength, you deal 40 damage!");
                Enemy.hp -= 40;
                questend2();
        }
```

```java
#lose  if (Game.contains("2")) {
            System.out.println("No! You must fight! Backing out now will result in
death! Those were the last words you heard in your head "
                        + "as the warlock teleported you to a parallel universe and left
you to die a cold, blackened life.");
            restart();
        }
    }

    public static void questend2() {

    Scanner questend = new Scanner(System.in);
    if (Enemy.hp != 0) {
            System.out.println("You must attack again! The boss has " + Enemy.hp + "
HP left!");
        }
#win  Game = questend.nextLine();
    if (Enemy.hp == 0) {
            System.out.println("You defeat the warlock! The darkness is easily
diminished without their leader. Your father would be proud. "
                        + "Afterall, he died trying to do this. The village rejoices and
creates statues in your honor. You did good, " + You.name + ", "
                        + "you did good. To show the epilogue, type 'Epi'. Thank you for
playing my game!");
            epilogue();
        }
    else if (Game.contains("1")) {
            System.out.println("You launch yourself at the warlock to attack again,
you deal 40 damage!");
            Enemy.hp -= 40;
            questboss();
        }
    }

    public static void questboss() {

    Scanner questend = new Scanner(System.in);
    System.out.println("The warlock grows larger and attacks you with a powerful
blow! You lose 30 HP.");
    You.hp -= 30;
    questend2();
#lose  Game = questend.nextLine();
    if (You.hp == 0) {
            System.out.println("The warlock grabs hold of you and rips you apart.
Blood hit the floor in large puddles, and the darkness wins again.");
            restart();
        }
    }

#forthewin  public static void epilogue() {

    Scanner epilogue = new Scanner(System.in);
    Game = epilogue.nextLine();
```

```java
        if (Game.contains("Epi")) {
            System.out.println("Your family lives a life of great wealth and power
given to you by the village. It is rather odd though, "
                    + "your bloodline lost the ability to see these creatures, just
ensuring that you truly defeated the dark. "
                    + "All of this time, you wondered how many times your father and
the fathers before him have died doing this. "
                    + "You live peacefully and happily for the rest of your life, and
you know your son will too.");
        #while played == false;
            System.exit(0);
        }
    }


    #fortheloss public static void restart() {

        Scanner restart = new Scanner(System.in);
        System.out.println("What is your name, young one?");
        You.name = restart.nextLine();
        System.out.println("Greetings, " + You.name + ", welcome to my game, again. Your
father has passed, you must take his place. Best of luck to you. "
                + "Remember to type 'Start' to begin!");
        truestart();
    }
}
```

~~~