

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <title>Adventure Game</title>
```

```
  <style>
```

```
    body { font-family: Arial, sans-serif; }
```

```
    #game { margin: 20px; }
```

```
    .hidden { display: none; }
```

```
  </style>
```

```
</head>
```

```
<body>
```

```
  <div id="game">
```

```
    <p id="story">You are in a dark forest. You see a path leading north and another one leading east.
```

```
Which way do you go?</p>
```

```
    <button onclick="goNorth()">Go North</button>
```

```
    <button onclick="goEast()">Go East</button>
```

```
  </div>
```

```
  <script>
```

```
    function goNorth() {
```

```
      document.getElementById('story').innerText = 'You encounter a wild animal! Do you fight or run away?';
```

```
      setChoices('Fight', 'Run Away', fight, runAway);
```

```
    }
```

```
    function goEast() {
```

```
      document.getElementById('story').innerText = 'You find a hidden treasure chest! Do you open it or leave it?';
```

```
      setChoices('Open', 'Leave', openChest, leaveChest);
```

```
}

function fight() {

    document.getElementById('story').innerText = 'You bravely fight the animal and win!';

    hideChoices();

}

function runAway() {

    document.getElementById('story').innerText = 'You run away safely.';

    hideChoices();

}

function openChest() {

    document.getElementById('story').innerText = 'You open the chest and find gold coins!';

    hideChoices();

}

function leaveChest() {

    document.getElementById('story').innerText = 'You leave the chest and continue your journey.';

    hideChoices();

}

function setChoices(choice1Text, choice2Text, choice1Action, choice2Action) {

    const buttons = document.getElementById('game').getElementsByTagName('button');

    buttons[0].innerText = choice1Text;

    buttons[1].innerText = choice2Text;

    buttons[0].onclick = choice1Action;

    buttons[1].onclick = choice2Action;

}

function hideChoices() {

    const buttons = document.getElementById('game').getElementsByTagName('button');

    for (let i = 0; i < buttons.length; i++) {
```

```
        buttons[i].classList.add('hidden');  
    }  
}  
  
</script>  
  
</body>  
  
</html>
```