Develop a text-based adventure game using Java

Program:

```
import java.util.Scanner;
public class TextAdventureGame {
public static void main(String[] args) {
Scanner scanner = new Scanner(System.in);
System.out.println("Welcome to the Text Adventure Game!");
System.out.println("You find yourself in a dark cave. Choose your path:");
while (true) {
System.out.println("1. Go left");
System.out.println("2. Go right");
System.out.println("3. Quit");
int choice = scanner.nextInt();
switch (choice) {
case 1:
System.out.println("You encounter a treasure chest. What do you do?");
System.out.println("1. Open the chest");
System.out.println("2. Leave the chest");
int chestChoice = scanner.nextInt();
if (chestChoice == 1) {
System.out.println("Congratulations! You found a valuable item.");
}
else {
System.out.println("You leave the chest untouched.");
}
break;
case 2:
System.out.println("You stumble upon a mysterious door. What will you do?");
System.out.println("1. Open the door");
```

```
System.out.println("2. Ignore the door and continue");
int doorChoice = scanner.nextInt();
if (doorChoice == 1) {
System.out.println("Behind the door, you find a secret passage.");
}
else {
System.out.println("You decide to continue without opening the door.");
}
break;
case 3:
System.out.println("Thanks for playing");
System.exit(0);
break;
default:
System.out.println("Invalid choice. Try again.");
}
}
}
}
```

OUTPUT:

Welcome to the Text Adventure Game!

You find yourself in a dark cave. Choose your path:

- 1. Go left
- 2. Go right

1
You encounter a treasure chest. What do you do?1. Open the chest
2. Leave the chest
1
Congratulations! You found a valuable item.
1. Go left
2. Go right
3. Quit
2
You stumble upon a mysterious door. What will you do?
1. Open the door
2. Ignore the door and continue
1
Behind the door, you find a secret passage.
1. Go left
2. Go right
3. Quit
3
Thanks for playing.

3. Quit