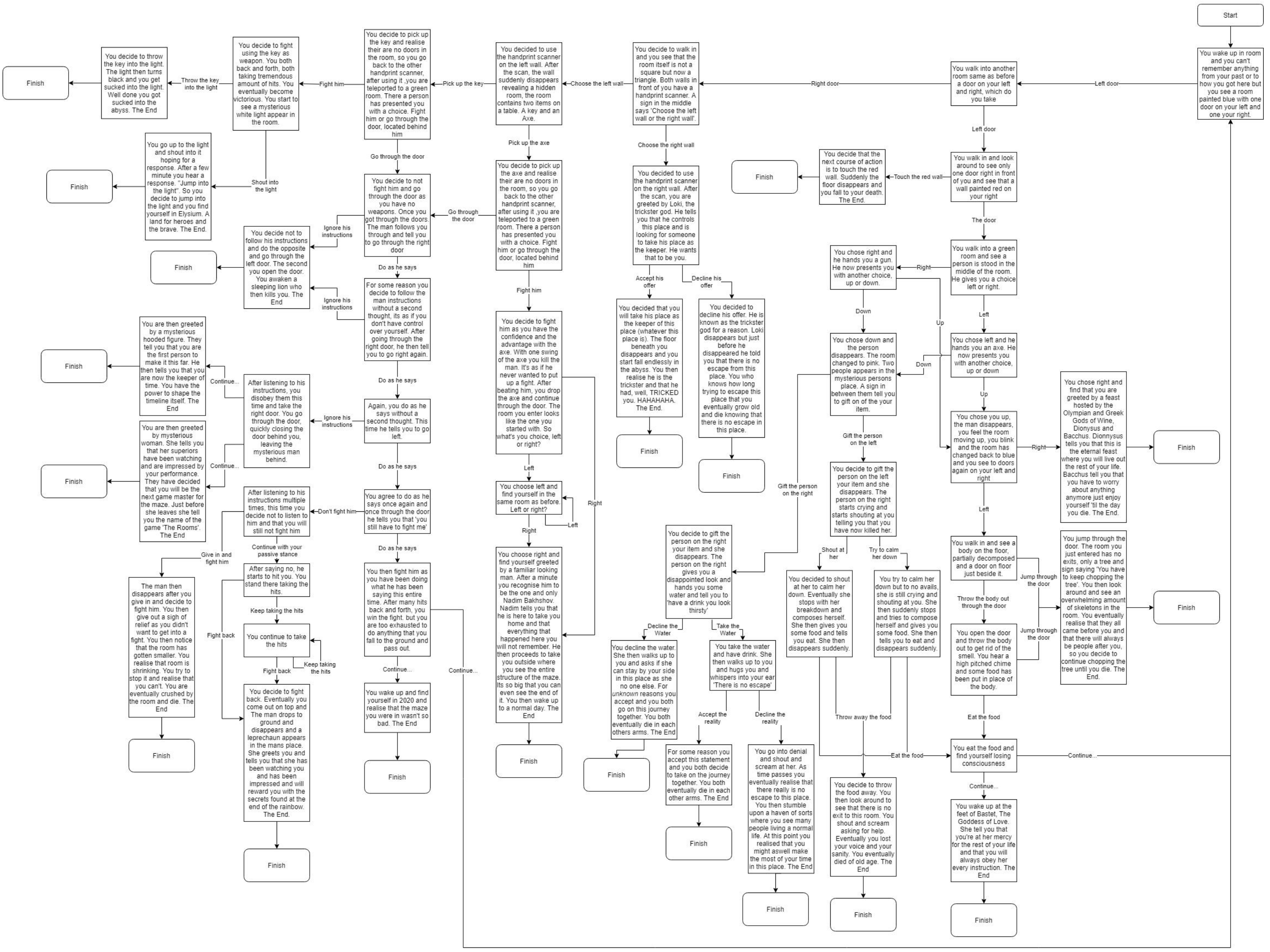
The Rooms



Start

You wake up in room and you can't remember anything from your past or to how you got here but you see a room painted blue with one door on your left and one your right.

Left door

You walk into another room same as before a door on your left and right, which do you take

Left door

You walk in and look around to see only one door right in front of you and see that a wall painted red on your right

Touch the red wall

You decide that the next course of action is to touch the red wall. Suddenly the floor disappears and you fall to your death. The End.

Finish

The door

You walk into a green room and see a person is stood in the middle of the room. He gives you a choice left or right.

Left

You chose left and he hands you an axe. He now presents you with another choice, up or down

Up

You chose you up, the man disappears, you feel the room moving up, you blink and the room has changed back to blue and you see to doors again on your left and right

Right

You chose right and find that you are greeted by a feast hosted by the Olympian and Greek Gods of Wine, Dionysus and Bacchus. Dionnysus tells you that this is the eternal feast where you will live out the rest of your life. Bacchus tell you that you have to worry about anything anymore just enjoy yourself 'til the day you die. The End.

Finish

Left

You walk in and see a body on the floor, partially decomposed and a door on floor just beside it.

Jump through the door

You jump through the door. The room you just entered has no exits, only a tree and sign saying 'You have to keep chopping the tree'. You then look around and see an overwhelming amount of skeletons in the room. You eventually realise that they all came before you and that there will always be people after you, so you decide to continue chopping the tree until you die. The End.

Finish

Throw the body out through the door

You open the door and throw the body out to get rid of the smell. You hear a high pitched chime and some food has been put in place of the body.

Jump through the door

Eat the food

You eat the food and find yourself losing consciousness

Continue...

You wake up at the feet of Bastet, The Goddess of Love. She tell you that you're at her mercy for the rest of your life and that you will always obey her every instruction. The End

Finish

Continue...

Right

You chose right and he hands you a gun. He now presents you with another choice, up or down.

Up

Down

Down

You chose down and the person disappears. The room changed to pink. Two people appears in the mysterious persons place. A sign in between them tell you to gift on of the your item.

Gift the person on the left

You decide to gift the person on the left your item and she disappears. The person on the right starts crying and starts shouting at you telling you that you have now killed her.

Shout at her

You decided to shout at her to calm her down. Eventually she stops with her breakdown and composes herself. She then gives you some food and tells you eat. She then disappears suddenly.

Try to calm her down

You try to calm her down but to no avails, she is still crying and shouting at you. She then suddenly stops and tries to compose herself and gives you some food. She then tells you to eat and disappears suddenly.

Eat the food

Throw away the food

You decide to throw the food away. You then look around to see that there is no exit to this room. You shout and scream asking for help. Eventually you lost your voice and your sanity. You eventually died of old age. The End

Finish

Gift the person on the right

You decide to gift the person on the right your item and she disappears. The person on the right gives you a disappointed look and hands you some water and tell you to 'have a drink you look thirsty'

Decline the Water

You decline the water. She then walks up to you and asks if she can stay by your side in this place as she no one else. For *unknown* reasons you accept and you both go on this journey together. You both eventually die in each others arms. The End

Finish

Take the Water

You take the water and have drink. She then walks up to you and hugs you and whispers into your ear 'There is no escape'

Accept the reality

For some reason you accept this statement and you both decide to take on the journey together. You both eventually die in each other arms. The End

Finish

Decline the reality

You go into denial and shout and scream at her. As time passes you eventually realise that there really is no escape to this place. You then stumble upon a haven of sorts where you see many people living a normal life. At this point you realised that you might aswell make the most of your time in this place. The End

Finish

Right door

You decide to walk in and you see that the room itself is not a square but now a triangle. Both walls in front of you have a handprint scanner. A sign in the middle says 'Choose the left wall or the right wall'.

Choose the right wall

You decided to use the handprint scanner on the right wall. After the scan, you are greeted by Loki, the trickster god. He tells you that he controls this place and is looking for someone to take his place as the keeper. He wants that to be you.

Accept his offer

You decided that you will take his place as the keeper of this place (whatever this place is). The floor beneath you disappears and you start fall endlessly in the abyss. You then realise he is the trickster and that he had, well, TRICKED you. HAHAHAHA. The End.

Finish

Decline his offer

You decided to decline his offer. He is known as the trickster god for a reason. Loki disappears but just before he disappeared he told you that there is no escape from this place. You who knows how long trying to escape this place that you eventually grow old and die knowing that there is no escape in this place.

Finish

Choose the left wall

You decided to use the handprint scanner on the left wall. After the scan, the wall suddenly disappears revealing a hidden room, the room contains two items on a table. A key and an Axe.

Pick up the axe

You decide to pick up the axe and realise their are no doors in the room, so you go back to the other handprint scanner, after using it ,you are teleported to a green room. There a person has presented you with a choice. Fight him or go through the door, located behind him

Fight him

You decide to fight him as you have the confidence and the advantage with the axe. With one swing of the axe you kill the man. It's as if he never wanted to put up a fight. After beating him, you drop the axe and continue through the door. The room you enter looks like the one you started with. So what's you choice, left or right?

Left

You choose left and find yourself in the same room as before. Left or right?

Left

Right

Right

You choose right and find yourself greeted by a familiar looking man. After a minute you recognise him to be the one and only Nadim Bakhshov. Nadim tells you that he is here to take you home and that everything that happened here you will not remember. He then proceeds to take you outside where you see the entire structure of the maze. Its so big that you can even see the end of it. You then wake up to a normal day. The End

Finish

Go through the door

Pick up the key

You decide to pick up the key and realise their are no doors in the room, so you go back to the other handprint scanner, after using it ,you are teleported to a green room. There a person has presented you with a choice. Fight him or go through the door, located behind him

Fight him

You decide to fight using the key as weapon. You both back and forth, both taking tremendous amount of hits. You eventually become victorious. You start to see a mysterious white light appear in the room.

Throw the key into the light

You decide to throw the key into the light. The light then turns black and you get sucked into the light. Well done you got sucked into the abyss. The End

Finish

Shout into the light

You go up to the light and shout into it hoping for a response. After a few minute you hear a response. "Jump into the light". So you decide to jump into the light and you find yourself in Elysium. A land for heroes and the brave. The End.

Finish

Go through the door

You decide to not fight him and go through the door as you have no weapons. Once you got through the doors. The man follows you through and tell you to go through the right door

Ignore his instructions

You decide not to follow his instructions and do the opposite and go through the left door. The second you open the door. You awaken a sleeping lion who then kills you. The End

Finish

Do as he says

For some reason you decide to follow the man instructions without a second thought, its as if you don't have control over yourself. After going through the right door, he then tell you to go right again.

Ignore his instructions

Do as he says

Again, you do as he says without a second thought. This time he tells you to go left.

Ignore his instructions

After listening to his instructions, you disobey them this time and take the right door. You go through the door, quickly closing the door behind you, leaving the mysterious man behind.

Continue...

You are then greeted by a mysterious hooded figure. They tell you that you are the first person to make it this far. He then tells you that you are now the keeper of time. You have the power to shape the timeline itself. The End

Finish

Continue...

You are then greeted by mysterious woman. She tells you that her superiors have been watching and are impressed by your performance. They have decided that you will be the next game master for the maze. Just before she leaves she tell you the name of the game 'The Rooms'. The End

Finish

Do as he says

You agree to do as he says once again and once through the door he tells you that 'you still have to fight me'

Don't fight him

After listening to his instructions multiple times, this time you decide not to listen to him and that you will still not fight him

Give in and fight him

The man then disappears after you give in and decide to fight him. You then give out a sigh of relief as you didn't want to get into a fight. You then notice that the room has gotten smaller. You realise that room is shrinking. You try to stop it and realise that you can't. You are eventually crushed by the room and die. The End

Finish

Continue with your passive stance

After saying no, he starts to hit you. You stand there taking the hits.

Keep taking the hits

You continue to take the hits

Keep taking the hits

Fight back

Fight back

You decide to fight back. Eventually you come out on top and The man drops to ground and disappears and a leprechaun appears in the mans place. She greets you and tells you that she has been watching you and has been impressed and will reward you with the secrets found at the end of the rainbow. The End.

Finish

Do as he says

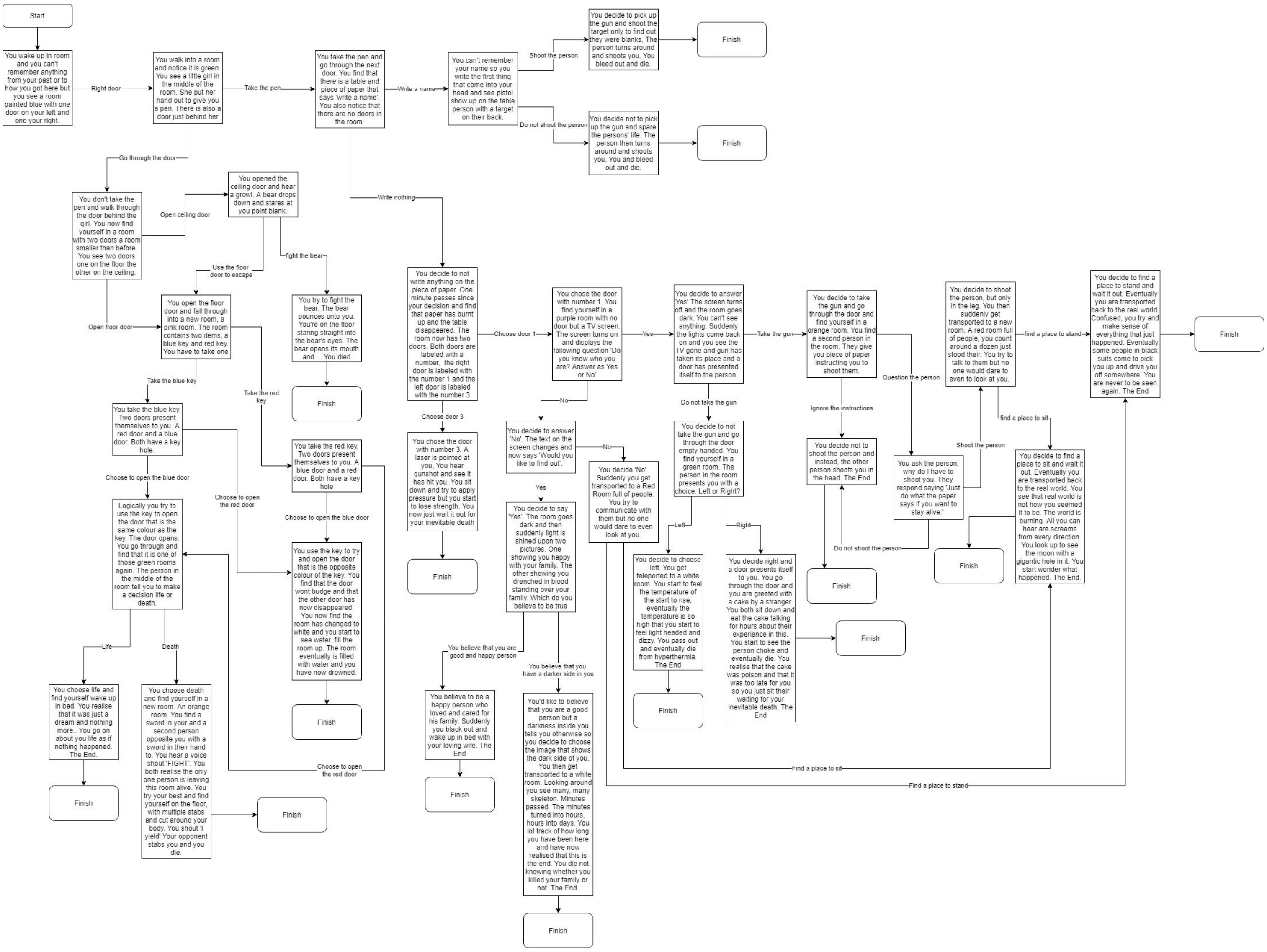
You then fight him as you have been doing what he has been saying this entire time. After many hits back and forth, you win the fight. but you are too exhausted to do anything that you fall to the ground and pass out.

Continue...

You wake up and find yourself in 2020 and realise that the maze you were in wasn't so bad. The End

Finish

Continue...



You wake up in room and you can't remember anything from your past or to how you got here but you see a room painted blue with one door on your left and one your right.

You walk into a room and notice it is green. You see a little girl in the middle of the room. She put her hand out to give you a pen. There is also a door just behind her

You take the pen and go through the next door. You find that there is a table and piece of paper that says 'write a name'. You also notice that there are no doors in the room.

You can't remember your name so you write the first thing that come into your head and see pistol show up on the table person with a target on their back.

You decide to pick up the gun and shoot the target only to find out they were blanks, The person turns around and shoots you. You bleed out and die.

You decide not to pick up the gun and spare the persons' life. The person then turns around and shoots you. You and bleed out and die.

You don't take the pen and walk through the door behind the girl. You now find yourself in a room with two doors a room smaller than before. You see two doors one on the floor the other on the ceiling.

You opened the ceiling door and hear a growl. A bear drops down and stares at you point blank.

You try to fight the bear. The bear pounces onto you. You're on the floor staring straight into the bear's eyes. The bear opens its mouth and ... You died

You open the floor door and fall through into a new room, a pink room. The room contains two items, a blue key and red key. You have to take one

You take the blue key. Two doors present themselves to you. A red door and a blue door. Both have a key hole.

You take the red key. Two doors present themselves to you. A blue door and a red door. Both have a key hole

Logically you try to use the key to open the door that is the same colour as the key. The door opens. You go through and find that it is one of those green rooms again. The person in the middle of the room tell you to make a decision life or death.

You use the key to try and open the door that is the opposite colour of the key. You find that the door wont budge and that the other door has now disappeared. You now find the room has changed to white and you start to see water. fill the room up. The room eventually is filled with water and you have now drowned.

You choose life and find yourself wake up in bed. You realise that it was just a dream and nothing more.. You go on about you life as if nothing happened. The End.

You choose death and find yourself in a new room. An orange room. You find a sword in your and a second person opposite you with a sword in their hand to. You hear a voice shout 'FIGHT'. You both realise the only one person is leaving this room alive. You try your best and find yourself on the floor, with multiple stabs and cut around your body. You shout 'I yield' Your opponent stabs you and you die.

You decide to not write anything on the piece of paper. One minute passes since your decision and find that paper has burnt up and the table disappeared. The room now has two doors. Both doors are labeled with a number, the right door is labeled with the number 1 and the left door is labeled with the number 3

You chose the door with number 3. A laser is pointed at you, You hear gunshot and see it has hit you. You sit down and try to apply pressure but you start to lose strength. You now just wait it out for your inevitable death

You chose the door with number 1. You find yourself in a purple room with no door but a TV screen. The screen turns on and displays the following question 'Do you know who you are? Answer as Yes or No'

You decide to answer 'No'. The text on the screen changes and now says 'Would you like to find out'.

You decide 'No'. Suddenly you get transported to a Red Room full of people. You try to communicate with them but no one would dare to even look at you.

You decide to say 'Yes'. The room goes dark and then suddenly light is shined upon two pictures. One showing you happy with your family. The other showing you drenched in blood standing over your family. Which do you believe to be true

You believe to be a happy person who loved and cared for his family. Suddenly you black out and wake up in bed with your loving wife. The End

You'd like to believe that you are a good person but a darkness inside you tells you otherwise so you decide to choose the image that shows the dark side of you. You then get transported to a white room. Looking around you see many, many skeleton. Minutes passed. The minutes turned into hours, hours into days. You lot track of how long you have been here and have now realised that this is the end. You die not knowing whether you killed your family or not. The End

You decide to answer 'Yes' The screen turns off and the room goes dark. You can't see anything. Suddenly the lights come back on and you see the TV gone and gun has taken its place and a door has presented itself to the person.

You decide to not take the gun and go through the door empty handed. You find yourself in a green room. The person in the room presents you with a choice. Left or Right?

You decide to choose left. You get teleported to a white room. You start to feel the temperature of the start to rise, eventually the temperature is so high that you start to feel light headed and dizzy. You pass out and eventually die from hyperthermia. The End

You decide right and a door presents itself to you. You go through the door and you are greeted with a cake by a stranger. You both sit down and eat the cake talking for hours about their experience in this. You start to see the person choke and eventually die. You realise that the cake was poison and that it was too late for you so you just sit their waiting for your inevitable death. The End

You decide to take the gun and go through the door and find yourself in a orange room. You find a second person in the room. They give you piece of paper instructing you to shoot them.

You decide not to shoot the person and instead, the other person shoots you in the head. The End

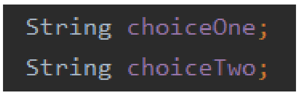
You ask the person, why do I have to shoot you. They respond saying 'Just do what the paper says if you want to stay alive.'

You decide to shoot the person, but only in the leg. You then suddenly get transported to a new room. A red room full of people, you count around a dozen just stood their. You try to talk to them but no one would dare to even to look at you.

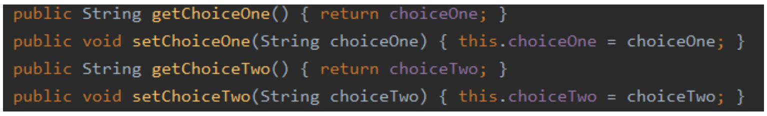
You decide to find a place to sit and wait it out. Eventually you are transported back to the real world. You see that real world is not how you seemed it to be. The world is burning. All you can hear are screams from every direction. You look up to see the moon with a gigantic hole in it. You start wonder what happened. The End.

You decide to find a place to stand and wait it out. Eventually you are transported back to the real world. Confused, you try and make sense of everything that just happened. Eventually some people in black suits come to pick you up and drive you off somewhere. You are never to be seen again. The End

The first change I made to the Java class that was provided to me was by adding two new get/set methods in the DecisionNode class; choiceOne and choiceTwo, both being String variables. I have done this so that it stores the text that is required for the buttons that will allow the user to make a choice to progress further in the story.

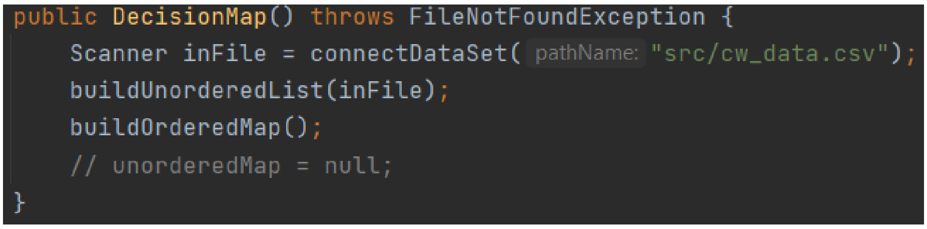


```
String choiceOne;
String choiceTwo;
```

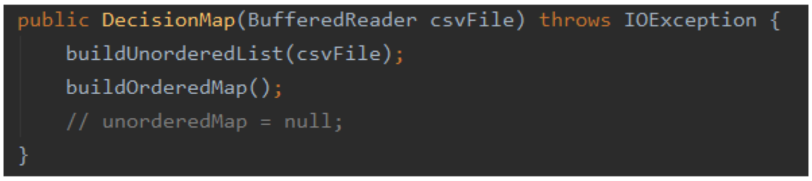


```
public String getChoiceOne() { return choiceOne; }
public void setChoiceOne(String choiceOne) { this.choiceOne = choiceOne; }
public String getChoiceTwo() { return choiceTwo; }
public void setChoiceTwo(String choiceTwo) { this.choiceTwo = choiceTwo; }
```

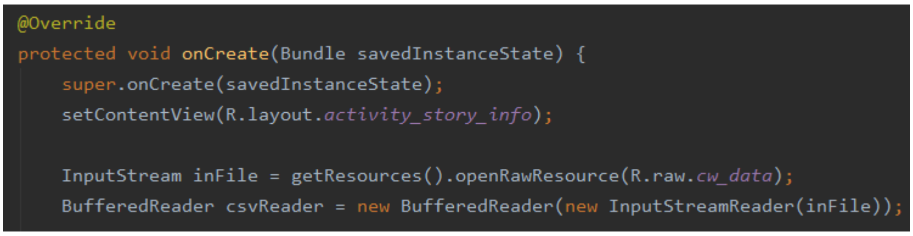
The next change I did was with the DecisionMap method in the DecisionMap class. In the original code which was supplied, a Scanner class was used to read the .csv file however I changed it to a BufferedReader class. This is because the Scanner class was unable to find the .csv file even when I specified the file path and location. So, what I did to the original method was that I split up the method by putting the BufferedReader in the onCreate method which is located in the story_info.java class so this would read the file when the activity was loaded to the user. The InputStream would get the file from the correct location, in this case being res/raw/cw_data.csv location. Then the BufferedReader would be used to read the file from the specified location.



```
public DecisionMap() throws FileNotFoundException {
    Scanner inFile = connectDataSet( pathName: "src/cw_data.csv");
    buildUnorderedList(inFile);
    buildOrderedMap();
    // unorderedMap = null;
}
```

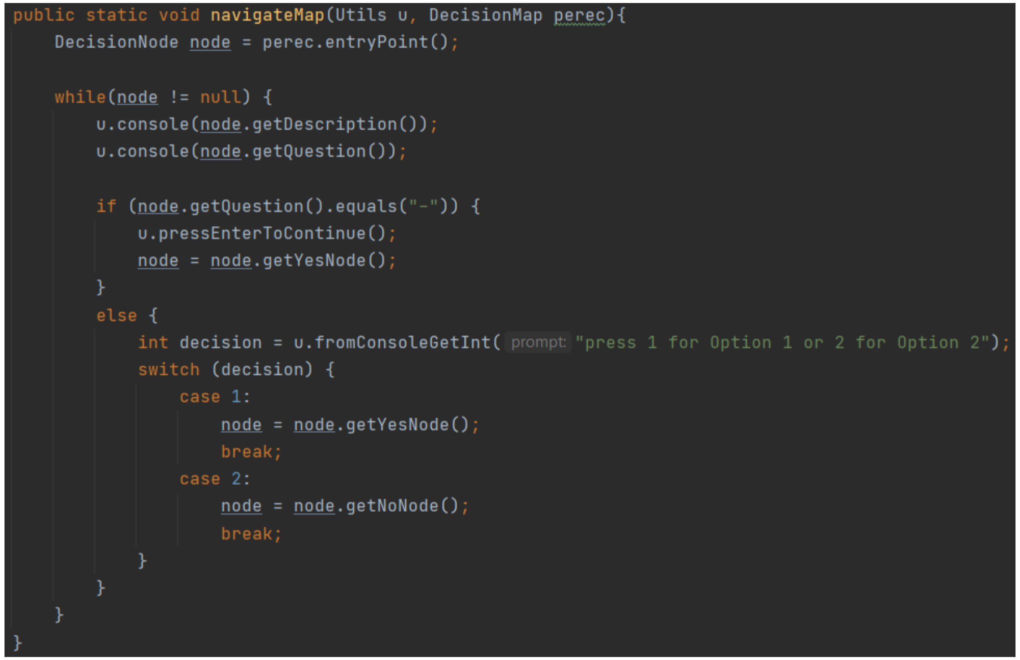


```
public DecisionMap(BufferedReader csvFile) throws IOException {
    buildUnorderedList(csvFile);
    buildOrderedMap();
    // unorderedMap = null;
}
```

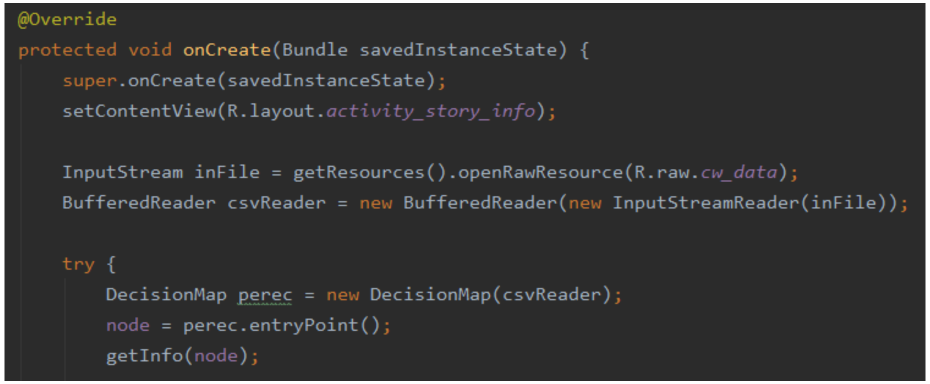


```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_story_info);

    InputStream inFile = getResources().openRawResource(R.raw.cw_data);
    BufferedReader csvReader = new BufferedReader(new InputStreamReader(inFile));
```

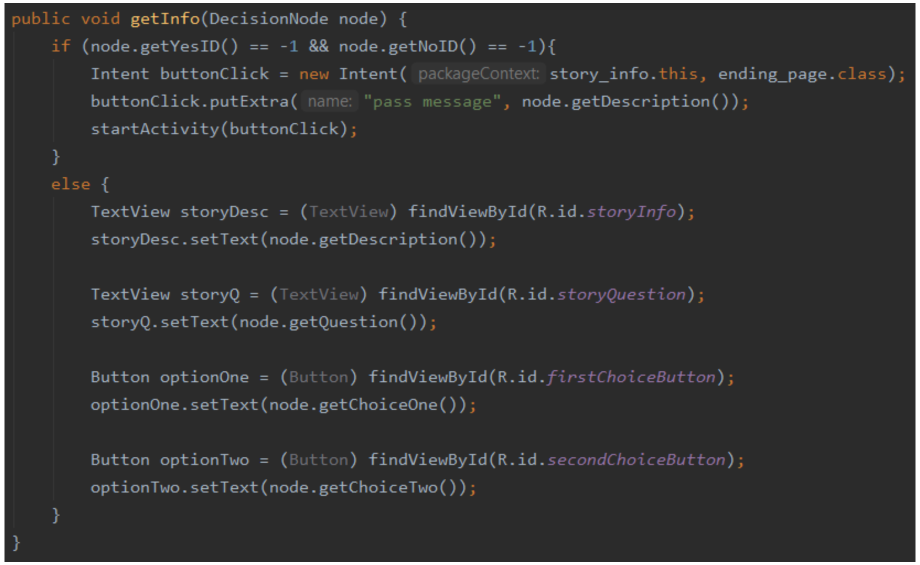
The next change I did was to the navigateMap method in the DecisionMapTest class from the supplied. I decided to get rid of the method and split up the code. I moved the node = perec.entryPoint() to the onCreate method in the story_info.java class, this was done to allow changes to the node variable to make sure that the correct node as used after the user makes their decision. By doing this, I then had to change the parameter for the method, which I renamed to getInfo(). I got rid of Utils parameter as I was no longer using that class and I changed the DecisionMap parameter to DecisionNode as I was no longer using the entire map, just the node required at the current time. Just like in the supplied code, I used an IF statement to make sure that that if, the final node was reached then, it would open the new activity designed just for the ending. The else statement in the original code was also changed as I had to adapt it for an Android app so therefore, I used onClickListener to check if the button has been pressed which would then get the correct node and call the getInfo method to show the correct information to the user.



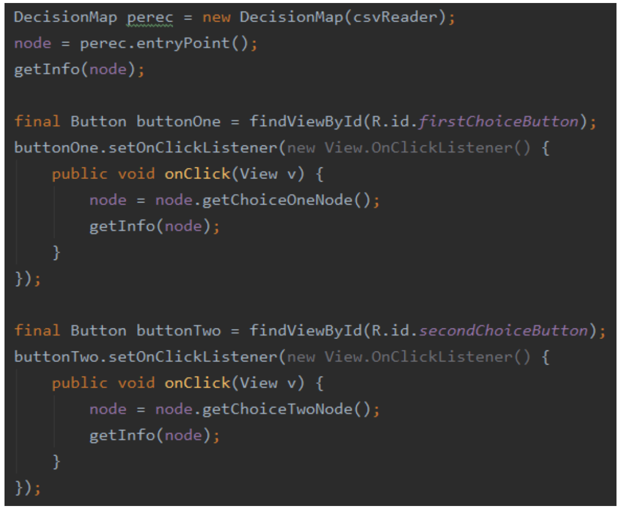
```
public static void navigateMap(Utils u, DecisionMap perec){
    DecisionNode node = perec.entryPoint();

    while(node != null) {
        u.console(node.getDescription());
        u.console(node.getQuestion());

        if (node.getQuestion().equals("-")) {
            u.pressEnterToContinue();
            node = node.getYesNode();
        }
        else {
            int decision = u.fromConsoleGetInt( prompt: "press 1 for Option 1 or 2 for Option 2");
            switch (decision) {
                case 1:
                    node = node.getYesNode();
                    break;
                case 2:
                    node = node.getNoNode();
                    break;
            }
        }
    }
}
```



```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_story_info);

    InputStream inFile = getResources().openRawResource(R.raw.cw_data);
    BufferedReader csvReader = new BufferedReader(new InputStreamReader(inFile));

    try {
        DecisionMap perec = new DecisionMap(csvReader);
        node = perec.entryPoint();
        getInfo(node);
```

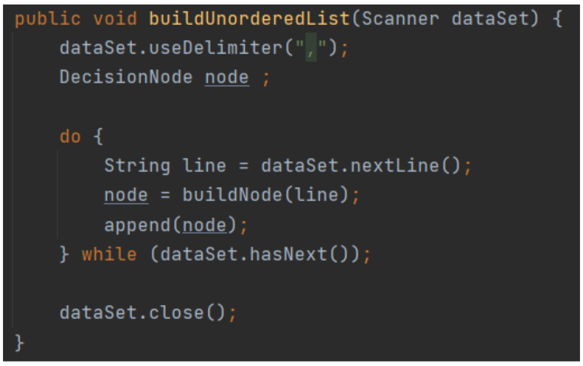


```
public void getInfo(DecisionNode node) {
    if (node.getYesID() == -1 && node.getNoID() == -1){
        Intent buttonClick = new Intent( packageContext: story_info.this, ending_page.class);
        buttonClick.putExtra( name: "pass message", node.getDescription());
        startActivity(buttonClick);
    }
    else {
        TextView storyDesc = (TextView) findViewById(R.id.storyInfo);
        storyDesc.setText(node.getDescription());

        TextView storyQ = (TextView) findViewById(R.id.storyQuestion);
        storyQ.setText(node.getQuestion());

        Button optionOne = (Button) findViewById(R.id.firstChoiceButton);
        optionOne.setText(node.getChoiceOne());

        Button optionTwo = (Button) findViewById(R.id.secondChoiceButton);
        optionTwo.setText(node.getChoiceTwo());
    }
}
```

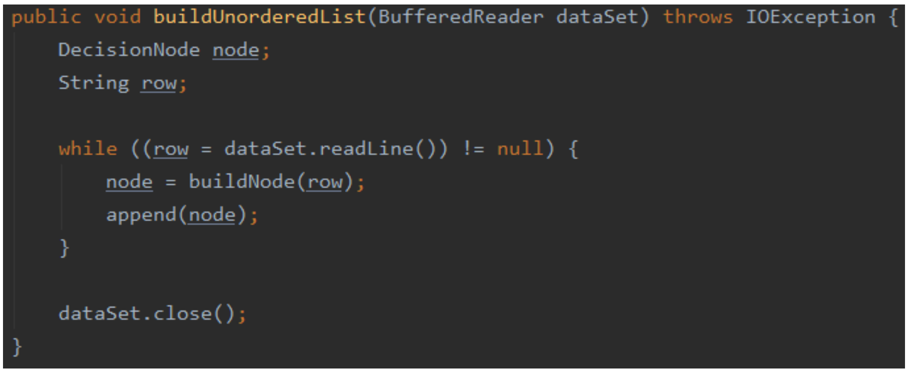


```
DecisionMap perec = new DecisionMap(csvReader);
node = perec.entryPoint();
getInfo(node);

final Button buttonOne = findViewById(R.id.firstChoiceButton);
buttonOne.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        node = node.getChoiceOneNode();
        getInfo(node);
    }
});

final Button buttonTwo = findViewById(R.id.secondChoiceButton);
buttonTwo.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        node = node.getChoiceTwoNode();
        getInfo(node);
    }
});
```

The next change I made was to the buildUnorderedList() method in the DecisionMap class. The original method used to use the Scanner class as one of the parameters to build the list however due to the change I made from using Scanner to BufferedReader. Each row is read and stored in the row variable. Then a node is built using the buildNode() and stored in the node variable, that is then appended. As this is in a while loop is the process is repeated until the dataset is exhausted.



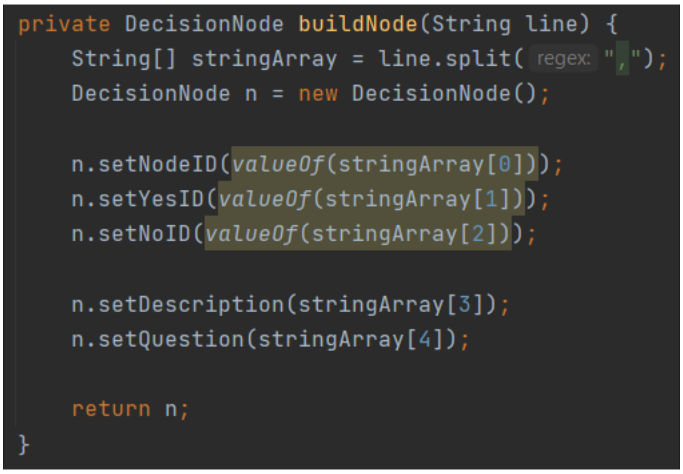
```
public void buildUnorderedList(Scanner dataSet) {
    dataSet.useDelimiter(",");
    DecisionNode node ;

    do {
        String line = dataSet.nextLine();
        node = buildNode(line);
        append(node);
    } while (dataSet.hasNext());

    dataSet.close();
}
```



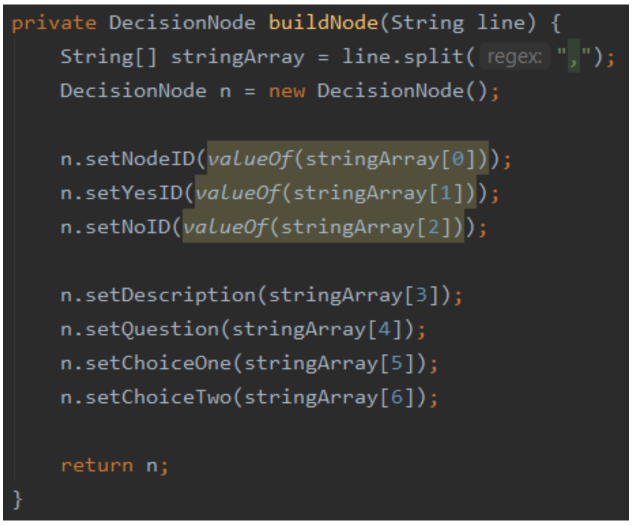
```
public void buildUnorderedList(BufferedReader dataSet) throws IOException {
    DecisionNode node;
    String row;

    while ((row = dataSet.readLine()) != null) {
        node = buildNode(row);
        append(node);
    }

    dataSet.close();
}
```

One of the other changes I made was removing the connectDataSet method from the supplied code as this would be used for the Scanner class however, I was no longer using the Scanner class therefore I would no longer have any use for it. I also removed the Utils class from the project as it was mainly designed for a console application whereas mine is designed as an Android application.

The next change that was made to the buildNode method in the DecisionMap class. I added two more lines of code for the choice description which would be used as the text on the button that would appear to the user when confronted with a choice.

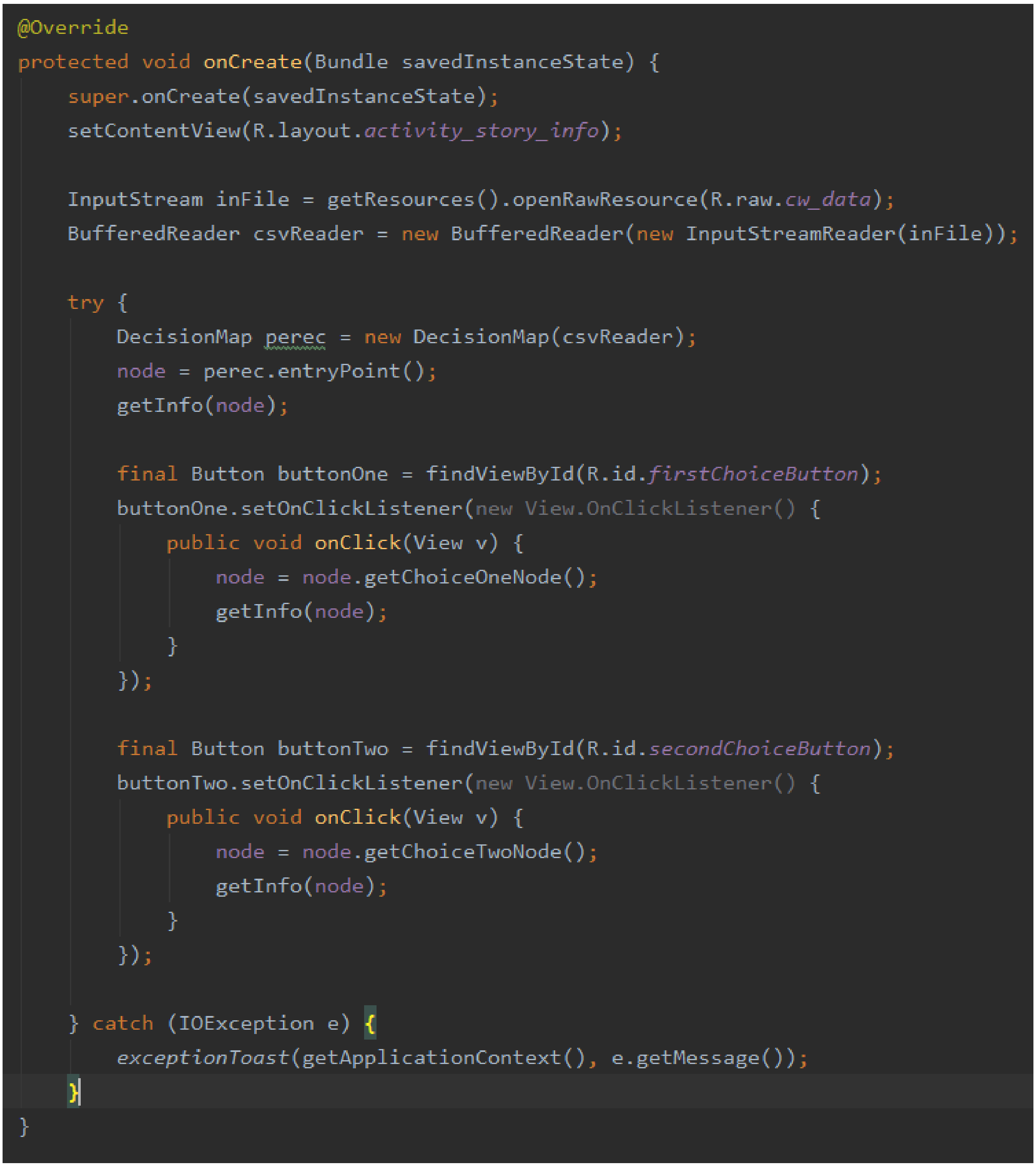


```
private DecisionNode buildNode(String line) {
    String[] stringArray = line.split( regex: ",");
    DecisionNode n = new DecisionNode();

    n.setNodeID(valueOf(stringArray[0]));
    n.setYesID(valueOf(stringArray[1]));
    n.setNoID(valueOf(stringArray[2]));

    n.setDescription(stringArray[3]);
    n.setQuestion(stringArray[4]);

    return n;
}
```



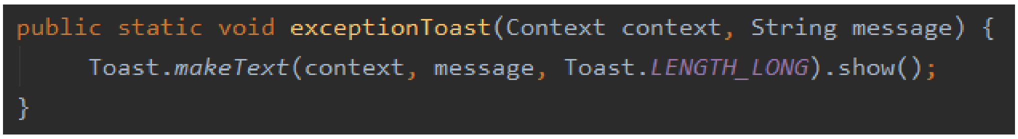
```
private DecisionNode buildNode(String line) {
    String[] stringArray = line.split( regex: ",");
    DecisionNode n = new DecisionNode();

    n.setNodeID(valueOf(stringArray[0]));
    n.setYesID(valueOf(stringArray[1]));
    n.setNoID(valueOf(stringArray[2]));

    n.setDescription(stringArray[3]);
    n.setQuestion(stringArray[4]);
    n.setChoiceOne(stringArray[5]);
    n.setChoiceTwo(stringArray[6]);

    return n;
}
```

For an exception handler, I have used the try/catch with an IO exception in the onCreate method in story_info class.



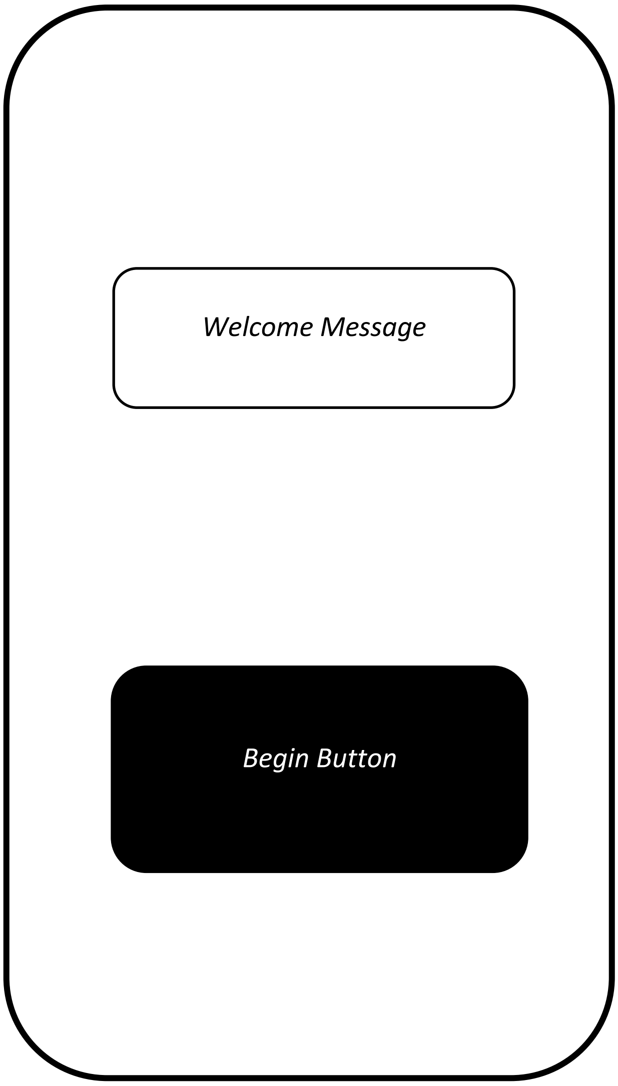
```java
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_story_info);

    InputStream inFile = getResources().openRawResource(R.raw.cw_data);
    BufferedReader csvReader = new BufferedReader(new InputStreamReader(inFile));

    try {
        DecisionMap perec = new DecisionMap(csvReader);
        node = perec.entryPoint();
        getInfo(node);

        final Button buttonOne = findViewById(R.id.firstChoiceButton);
        buttonOne.setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
                node = node.getChoiceOneNode();
                getInfo(node);
            }
        });

        final Button buttonTwo = findViewById(R.id.secondChoiceButton);
        buttonTwo.setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
                node = node.getChoiceTwoNode();
                getInfo(node);
            }
        });

    } catch (IOException e) {
        exceptionToast(getApplicationContext(), e.getMessage());
    }
}
```

I also created an exceptionToast method which would show a pop up to the user if an error occurred. It would show the context of what was happening and the error message.

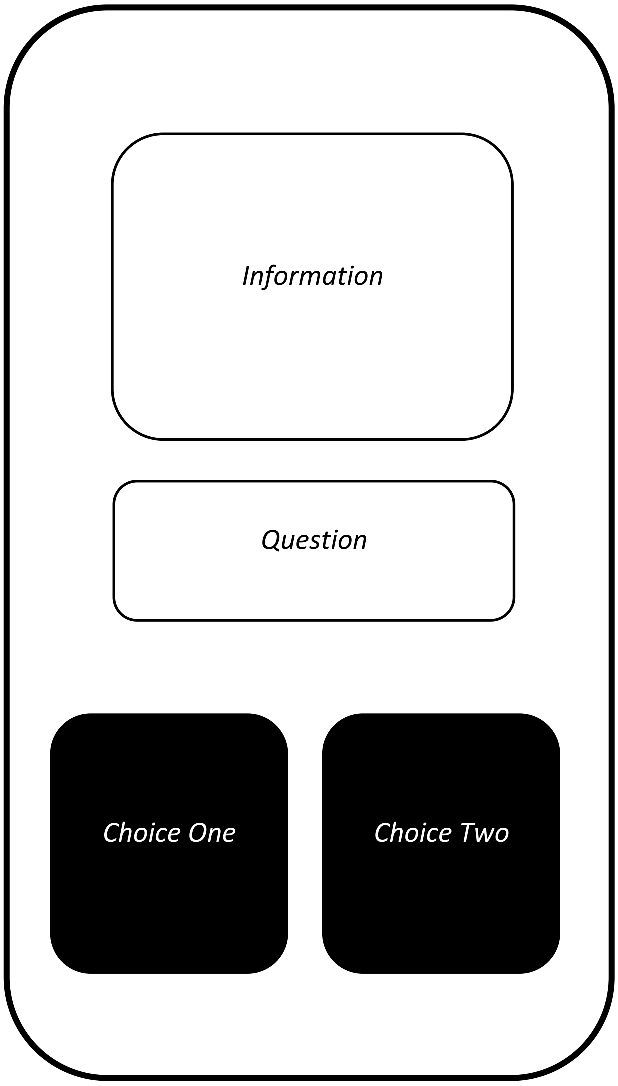


```java
public static void exceptionToast(Context context, String message) {
    Toast.makeText(context, message, Toast.LENGTH_LONG).show();
}
```

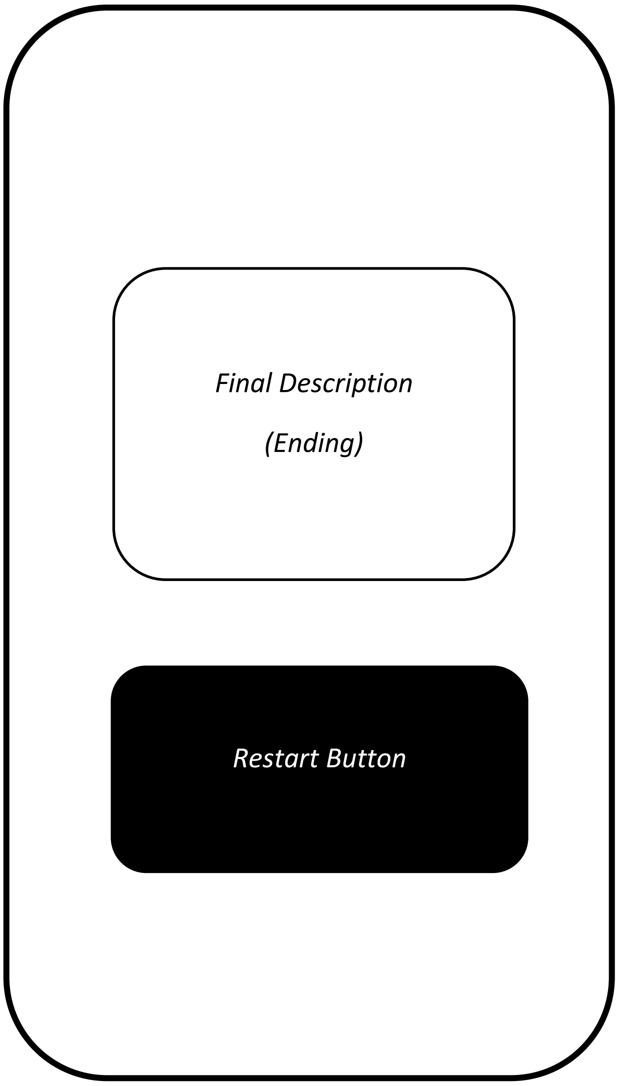
Below shows how the app should look when it starts up. I have used a TextView for a welcome message to welcome the user to the app and a Button used to begin the game. which when pressed would send the user to the correct page in the app to allow them to begin playing the game.



Below shows the page where the game takes place and where the player makes all their decisions. I have two TextViews on the activity, one for the information of what is happening at this current stage of the game and one for the question to user of what their decision will be. Below that I have two buttons each corresponding to a choice; the button on the left corresponds to choice one and the button on the right corresponds to choice two. When the correct button is pressed then all the text would change to represent the current node. This would then repeat till an ending has been reached, then the user would be sent to another page.



This is the final page the user will see. Once the user has made a decision in the previous page (the one discussed in the page of this document), It would be determined by the program whether or not this is the final node. If it is the final node then the user would be sent to this page which would show the final piece of information to the user regarding the ending of the game. Below that I have put in a Button which when pressed, it would send the user back to the beginning of the app (the welcome page that was discussed before) from there the user can begin the game again and hopefully choose a different path and reach a new ending. The user can then repeat this cycle until they have found every ending to the game.


Final Description
(Ending)
Restart Button