

Java Programming Project 4

Project: Text-based Adventure Game

Duration: 7 Days

Project Overview

Welcome to your next exciting project in Week 4 of the Java programming internship at MotionCut! In this project, you'll have the opportunity to create a Text-based Adventure Game. This project is a great opportunity to apply your programming skills in a creative way. Have fun designing an engaging adventure!

Project Objectives

Develop a text-based adventure game using Java. You'll create an interactive game where users can make choices that lead to different outcomes. The story can be of your choice, but it should involve decision-making and branching paths.

Requirements and Features

- The game should have a clear storyline with multiple decision points.
- Users should be able to make choices by inputting their decisions.
- The game should provide different outcomes based on user choices. Implement error handling for invalid inputs.
- Ensure a user-friendly interface with clear instructions.

Tips

- Plan your storyline and decision points in advance to keep the project manageable.
- Break down the coding tasks into smaller steps, such as handling user input and creating the game logic.
- Test your game thoroughly to ensure all decision paths work correctly.
- Use comments in your code to explain complex logic or choices.