**Create an interactive story game where players make choices that influence the narrative. Utilize text parsing and conditional statements to build a branching storyline.**

#include <iostream>

#include <string>

using namespace std;

void start\_game();

void go\_alley();

void go\_rooftop();

void fight\_thugs();

void call\_batmobile();

void investigate\_rooftop();

void chase\_villain();

void play\_again();

void start\_game() {

cout << "Welcome to the Batman Adventure Game!\n";

cout << "You are Batman patrolling Gotham City. You can go down an alley or to the rooftop.\n";

cout << "Do you go to the alley or the rooftop? ";

string choice;

getline(cin, choice);

if (choice == "alley") go\_alley();

else if (choice == "rooftop") go\_rooftop();

else {

cout << "Invalid choice, try again.\n";

start\_game();

}

}

void go\_alley() {

cout << "You go down the alley and encounter a group of thugs.\n";

cout << "You can fight them or call the Batmobile for backup.\n";

cout << "Do you fight or call the Batmobile? ";

string choice;

getline(cin, choice);

if (choice == "fight") fight\_thugs();

else if (choice == "call") call\_batmobile();

else {

cout << "Invalid choice, try again.\n";

go\_alley();

}

}

void go\_rooftop() {

cout << "You go to the rooftop and see a shadowy figure in the distance.\n";

cout << "You can investigate or chase the villain.\n";

cout << "Do you investigate or chase? ";

string choice;

getline(cin, choice);

if (choice == "investigate") investigate\_rooftop();

else if (choice == "chase") chase\_villain();

else {

cout << "Invalid choice, try again.\n";

go\_rooftop();

}

}

void fight\_thugs() {

cout << "You fight the thugs and save a civilian.\n";

cout << "Gotham is a bit safer thanks to you. You win!\n";

play\_again();

}

void call\_batmobile() {

cout << "The Batmobile arrives and you capture the thugs effortlessly.\n";

cout << "Gotham is a bit safer thanks to you. You win!\n";

play\_again();

}

void investigate\_rooftop() {

cout << "You investigate the rooftop and find clues about the Joker's next plan.\n";

cout << "You avert a major disaster. You win!\n";

play\_again();

}

void chase\_villain() {

cout << "You chase the villain across the rooftops but fall into a trap.\n";

cout << "You escape, but the villain gets away. Game Over.\n";

play\_again();

}

void play\_again() {

cout << "Do you want to play again? (yes/no) ";

string choice;

getline(cin, choice);

if (choice == "yes") start\_game();

else if (choice == "no") cout << "Thanks for playing!\n";

else {

cout << "Invalid choice, try again.\n";

play\_again();

}

}

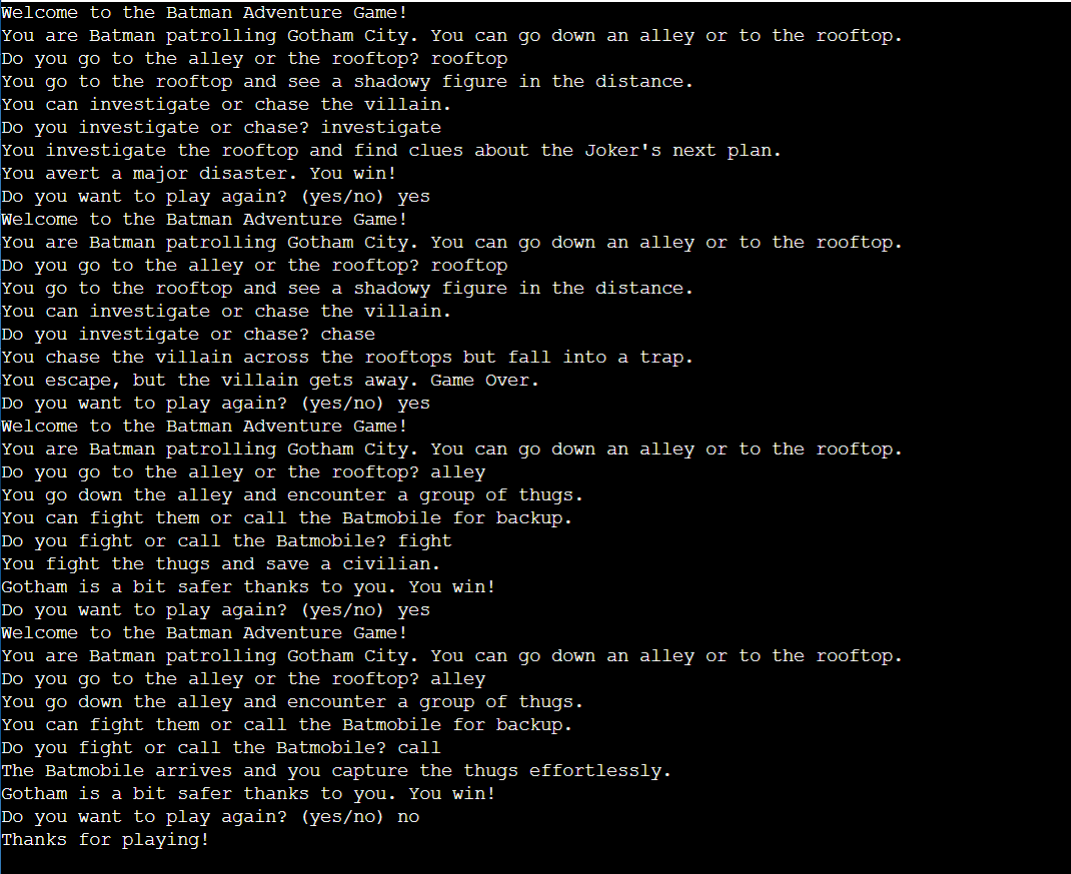
int main() {

start\_game();

return 0;

}

**Output:**

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