Homework-2

Objective:

Write a program that allows the user to play a "Choose Your Own Adventure" game. In this game the user will be prompted with making decisions, which will then lead them to different paths with different results until they reach the end.

Requirements:

- Functionality (80 pts)
 - o No Syntax, Major Run-Time, or Major Logic Errors. (80 pts*)
 - *Code that cannot be compiled due to syntax errors is nonfunctional code and will receive no points for this entire section.
 - *Code that cannot be executed or tested due to major run-time or logic errors is nonfunctional code and will receive no points for this entire section.
 - o There must be at least 9 different endings. (20 pts)
 - Each ending requires at least two decisions.
 - 3 of the 9 endings requires at least 3 decisions
 - o There must be at least one branching statement that has a:
 - Numeric comparison, such as equals to, strictly less than etc. (20 pts)
 - String comparison (20 pts)
 - A compound Boolean expression (20 pts)
 - O Be creative! Don't be vulgar or offensive (100pts*)
 - *Content deemed vulgar or offensive will result in an automatic 0 for the assignment.
 - *A code of conduct violation will be reported to the Office of Student Conduct for further review and sanctions.
 - *If there are questions about content, then you should ask the instructor before submitting the assignment.

- Clear and Easy-To-Use Interface (5 pts)
 - o Users should easily understand what the program does and how to use it.
- Coding Style (5 pts)
 - o Readable Code
 - Meaningful identifiers for data and methods.
 - Use curly braces and proper indentation to clearly identify statements within the body of a class, a method, a branching statement, a loop statement, etc.
 - All the above must apply for full credit.
- Comments (10 pts)
 - o Your name at the beginning of the file as a single-line comment. (5 pts)
 - o At least 5 meaningful comments in addition to your name. These must describe the function of the code it is near. (5 pts)

Submission:

• Submit the .java file on Dropbox